

GRAUSTARK

the oldest bulletin of postal Diplomacy

#100

With moves and press releases
for postal Diplomacy games
1965Q, 1966Q, 1966R, 1966AA

13 August 1966

25¢

ONE HUNDREDTH ISSUE

Dedicated to Allan B. Calhoner, inventor of Diplomacy,
and to the dozens of postal Diplomacy players who have
added the new dimension of postal play to this fascin-
ating board game.

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This issue of GRAUSTARK is the largest postal Diplomacy bulletin ever published.

EDITORIAL REMARKS

When, three years ago May, I sent out a one-sheet GRAUSTARK #1 to invite a few likely people to play Diplomacy by mail, I scarcely anticipated the present development of the game. Sixty postal Diplomacy games are now in progress, and thirteen others have already been completed. Over a hundred people are involved in the play of these games, and they support over twenty bulletins.

Clearly, postal Diplomacy has Arrived. In this issue of GRAUSTARK, some attempt has been made to keep tabs on its progress in the past three years. Allan Calhoun contributes an article on the development of the game, and the rosters of games now in progress are given. The last time such rosters were published, in GRAUSTARK #71, they took up a little over two pages; now they occupy more than five.

A proposal is now before postal Diplomacy players to formalize this situation by the foundation of an International Diplomacy Federation. The proposed constitution of the IDF is perhaps more formal and legalistic than most players might wish. (The first draft of this constitution appears in the form of a precis in Diplomania #12; a second draft has recently been distributed by Harold Naus, publisher of A Droit a Gauche and provisional secretary-treasurer of the IDF.) Donald Miller analyzes the IDF plans in Diplomania #12, coming to much the same conclusions about over-organization in the IDF. James Wright has a strong attack on the proposal in Bulwer #10.

Diplomacy fans should profit from the experience of science-fiction fans, who also operate in a loose framework. Every attempt to organize science-fiction fans more solidly has had only dubious success - from the National Fantasy Fan Federation, which has very little influence on the fan scene compared to local clubs and amateur press associations, to the World Science Fiction Association, which broke up a decade ago amid a welter of lawsuits and bad feeling. Postal Diplomacy cannot be put into a structure such as that envisaged by the IDF proposals. Anyone whose violation of their regulations either lost him a game or cost him money, could simply withdraw from its structure and continue gamesmastering outside it. Compare the NFFF - scarcely any of the recognized Big Name Fans will be found among its officials, and with the BNF's it is a standing joke. The IDF could easily attain the same unenviable status in Diplomacy fandom.

One of the emergencies the IDF was formed to meet - the question of what happens when a Gamesmaster ceases publication in mid-game - has already been dealt with satisfactorily under the present amiable anarchy of Diplomacy fandom. This has happened twice - with Dave McDaniel's Ruritania and with Monroe Jeffrey's T. S. In each case, the suspended game was taken up by another Gamesmaster as a favor to its players, and played out in his publication.

This issue of GRAUSTARK carries comments from both sides on the IDF proposal. In view of those comments, and the above considerations, I feel that I cannot support the plan. I do not feel that there is a plot on the part of San Diego Diplomacy fandom to "take over" postal Diplomacy; I simply believe that the IDF serves no useful purpose and would introduce needless complications into what is, after all, nothing more than a game to be played, studied, and enjoyed.

Frequently new players ask where they can get hold of Diplomacy sets. The games departments of most large department stores seem to carry them, as do some large game and hobby shops. In the New York area, Diplomacy sets can be obtained at:

F. A. O. Schwarz, 745 5th Ave., Manhattan

Brontano's, 506 5th Ave., Manhattan

Reiss Brothers, 54 E. 59th St., Manhattan

Diplomacy players in other metropolitan areas are asked to send in the addresses of stores which carry Diplomacy, so that they may be published in future issues. The game may also be ordered by mail for \$7.50 from the manufacturer: Games Research Inc., 48 Wareham St., Boston, Mass.

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(continued on p. 33)

THE PLEASURES OF GAMESMASTERSHIP

by John Boardman

Since beginning the publication of GRAUSTARK more than three years ago, I have always been refereeing at least one, and sometimes as many as five, games of postal Diplomacy. In the process, I have found Diplomacy as a spectator sport to be quite as interesting as playing it.

By now I have worked out a regular procedure for handling postal Diplomacy moves and press releases. As soon as an issue of GRAUSTARK is published, I make out a sheet of paper for the next moves in each current game. As the moves come in, I enter them opposite the name of the country, and file the moves, letters, and press releases.

By the game's deadline, I have (usually) moves from all the players, which have been entered on the game sheet as they were received. I then set up the game board as it was at the end of the previous move. The next step is to check the moves entered on the game sheet against the letters from the players, to make sure that I have transcribed them properly. Finally, I make the indicated moves, underlining them on my game sheet with green if they are successful, and with red if they are not. The moves are then placed on stencil, with the impossible moves underlined. Following the moves, and announcements of retreats, builds, and removals, are the press releases.

If the game is at a particularly interesting stage, sometimes I may set up the board 2 or 3 times as moves come in. This perspective of Diplomacy has almost the character of day-to-day reports from the battlefield. I have always had an amateur's interest in history, as I find a well-written history better reading than most novels. This interest is catered to by Diplomacy gamesmanship, as I watch a game unfold and develop towards a conclusion.

Additional color is provided if the players send in well-written press releases. Ideally, two or more players should fall in with one another's releases, and sling propaganda back and forth. One good example of this is the "Prince Otto" releases in 1966R. They began from Germany, and have since been taken up by England, Turkey, and the Gamesmaster.

Several Gamesmasters have added to the press releases in their games, either to stimulate a greater number of releases from their players, or to join in the fun. Gamesmasters' press releases are usually datelined Geneva, but have also emanated from New York, Liechtenstein, Vatican City, or such fictitious nations as Tryphone or Beaucaillon.

Occasionally non-players get into the fun. For several months I have been putting press releases into 1965F (Costaguana), datelined from the "Grand Duchy of Beaucaillon". The source of this grand duchy and its uninhibited diplomatic corps has as yet remained undiscovered by Costaguana's readers.

As postal Diplomacy has developed, Gamesmasters have introduced usages to make them easier to follow. Early in 1966 Charles Wells began printing the name of each player along with his moves, a practice which has since been taken up by most other Gamesmasters. It is now much easier to follow the progress of a game through several issues of its bulletin. Some - but, unfortunately, not all - postal Diplomacy bulletins summarize, at the end of each fall move, the supply centers then in the possession of each player. John Koning goes further, and in the summary indicates the supply centers gained or lost by each player during the last game year.

Rating systems are still a controversial subject in postal Diplomacy. Two, Charles Reinsel's system of points for survivors, and my own "center-year" tabulation, have been tried; neither has been found completely satisfactory, and the idea of having a rating system at all is still in question. Also, a player with a high rating is likely to have others conspire against him in later games, which tends to negate the intent of a rating system.

RULES OF POSTAL DIPLOMACY

The following rules are used in all GRAUSTARK games. They deal only with the postal aspect of Diplomacy play, and do not propose to modify the original rulebook written by Allen Calhauer, inventor of Diplomacy.

1. The rules of across-the-board Diplomacy, as given in the rulebook published by Games Research Inc., will be followed as far as is practicable in postal play.
2. The Gamesmaster shall set such entry fee as he may consider practicable. He undertakes to publish a move-by-move account of the game at stated regular intervals, and to mail this bulletin to the active players by first-class air mail or surface mail, whichever is quicker. A player's subscription shall last as long as does the game in which he is enrolled, but a player who has dropped or been eliminated from the game will receive the bulletin by surface mail.
3. Non-players may subscribe at a rate to be set by the Gamesmaster.
4. The Gamesmaster shall announce a deadline date for entries. Upon this date, or upon such earlier date as he shall receive a full slate of entries for the game, he shall assign by lot one country to each player. (But by agreement among the Gamesmaster and all the players, players may be allowed to pick their own countries for a game.) He shall then publish an issue of his bulletin for the game, dated "Winter 1900", informing the players of the country assignments, names, and addresses of their opponents.
5. Two weeks will be allotted to the players for each move. The Gamesmaster shall set deadlines, by which time all players' moves must be received by him.
6. Deadlines for GRAUSTARK games shall be at noon of the deadline date, by local time. Moves may be made by telephone or telegram.
7. The Gamesmaster shall compare the moves sent to him, and determine which are valid and which are invalid under the rules of Diplomacy. Decisions of the Gamesmaster are final for the game in which they are made. The decision of the Gamesmaster shall be final unless a rule has been specifically violated. In such a case, the game shall be set back to the last move prior to the error and resumed from there.
8. The Gamesmaster shall be responsible for his own failings, but not for those of the players or of the post office.
9. Players may make alliances among themselves. If allies submit moves in the same envelope, these moves must be signed by all the allies. This does not prejudice the right of any ally to send in a different set of moves on his own. In the event that one player submits more than one set of orders for the same move, the set with the latest postmark will apply. It is advised that in such circumstances the player indicate to the Gamesmaster that his previous moves be disregarded in favor of the enclosed ones.
10. A player who sends to the Gamesmaster moves purporting to come from another player, without enclosing that player's signed assent, shall be summarily dropped from all postal Diplomacy games in which he is engaged. However, players may make use of such deceptions in contacts among themselves. Players may practice deceptions among themselves, but not with the Gamesmaster.
11. If any retreats are occasioned by the "Spring" moves, and more than one alternative exists, the Gamesmaster at his discretion may either ask the player who must retreat to send his retreat to the Gamesmaster by immediate return airmail or by telephone, and must then send it on to the other players by one of these means; OR he may ask players to send in "Fall" moves conditional upon the various possibilities for retreat open to the retreating player.
12. The Gamesmaster shall follow the same procedure as in Rule 11 for retreats occasioned by "Fall" moves, and for builds and removals, OR he may publish a "Winter" issue of the bulletin to give these moves. The deadline for "Winter" moves shall be two weeks. Players may send in conditional establishments, removals, and retreats

to follow their moves, if they so desire. "Winter" establishments or removals may be made conditional upon "Fall" retreats.

13. At his discretion, the Gamesmaster may, instead of publishing a "Winter" issue of the bulletin for the game, inform all players in writing or by telephone of the retreats, establishments, and removals, and set a deadline for the next "Spring" moves. This information may go out with, or later than, the report of the previous "Fall" moves.

14. If only one alternative is open for the retreat of a dislodged unit, the Gamesmaster shall make that retreat and announce it in the bulletin for that move. However, if the player whose unit was dislodged has sent in no orders for that move, the dislodged unit shall be annihilated rather than retreated.

15. A player who does not send in his orders during the required period creates a situation in which civil government has collapsed in his country. (See p. 6 of the Diplomacy rulebook.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves. If the missed move is a "Spring" or "Fall" move, any of his units which are dislodged are annihilated. If the missed move is a retreat, the unit which should have retreated is annihilated. If he fails to send in an establishment, he may establish no new units until after the next subsequent "Fall" move. If the missed move is a removal, his units are removed by the Gamesmaster according to the priority established in the rulebook.

16. The Gamesmaster reserves the right to publish "Winter" issues of the game's bulletin ahead of the deadline if all retreats, establishments, and removals have been sent to him.

17. The Gamesmaster may enroll a stand-by player at a reduced game fee. This player will receive the bulletin by air mail just as the players do. If a player misses a move, the stand-by player shall send in the next orders for that country. If the original player of that country also sends in orders for the next move, he continues in control of that country. But if the original player misses two moves in succession, the orders of the stand-by player for the second of these moves will be used instead, and the stand-by player takes over that country in the game. If more than one player fails to send in moves, the stand-by player shall submit moves for the player with the largest number of units on the board. He may at his discretion send in moves for one or more of the other missing players as well.

EXAMPLES

I. Italy and Austria-Hungary make a formal alliance in "Spring 1901". The Gamesmaster receives the following moves in a single envelope:

ITALY: A Rom-Tas; A Ven-Pie; F Nap-Ion

AUSTRIA-HUNGARY: F Tri-Alb; A Bud-Ser; A Vie-Bud.

The moves are signed by both players. One day later, the Gamesmaster receives another letter from Italy alone, with the following moves:

ITALY: F Nap-Ion; A Ven-Tri; A Rom-Ven.

RULING: The moves submitted by the allies would have been valid had there been no second communication from Italy. However, the second letter, having the later postmark, will be taken as Italy's actual moves. Accordingly, Italy occupies Trieste.

II. At the end of a "Spring" move, the only retreat necessary is that of a Russian fleet in Sweden, which may move either to Finland or to Denmark. The Gamesmaster may follow whichever of these three alternatives seems best to him:

A. He may telephone the Russian player, describe the situation to him, get the retreat, and publish it with the "Spring" moves in the current issue of the bulletin.

B. He may ask the Russian player by air mail whether he wishes to remove the fleet. Upon receiving the reply "F Swe-Fin" he informs the other players by air mail, and sets a date for the "Fall" moves.

C. He may inform the other players, in the "Spring" issue of the bulletin, that they may send in alternate sets of "Fall" orders, depending upon whether Russia orders

the retreat "F Swe-Fin" or "F Swe-Don". If Russia orders "F Swe-Fin", then only the moves conditional upon this retreat shall be published in the "Fall" issue of the bulletin.

III. At the end of a "Fall" move, a Turkish army in Albania is forced by an Italian attack to retreat to either Trieste or Serbia. In that "Winter" Austria-Hungary may build a new unit. This Austro-Hungarian "Winter" move may be submitted in the following manner:

"If Turkey retreats A Alb-Ser, then establish an army in Trieste. If Turkey retreats A Alb-Tri, then establish an army in Budapest."

IV. In "Fall 1901", England orders the following moves: "A Edi-Norway; F Norwegian Sea C A Edi-Norway; F North Sea-Bel. If one supply center is taken, build F Edi if Edinburgh is open, and otherwise F Lon. If two supply centers are taken, build F Edi and F Lon."

RULING: This is not only correct, but recommended. If all players submit their "Fall" moves in this fashion, particularly towards the beginnings and endings of games when the situation on the board is relatively simple, the play can be expedited considerably. A "Fall-Winter" issue of the bulletin can be published, and the next moves will be those of the following "Spring".

V. At the end of the "Spring 1903" moves, Germany has armies in Munich, Warsaw, Prussia, and Holland, and fleets in the Gulf of Bothnia and Livonia. No German moves are received in "Fall 1903", and England occupies the German supply center of Denmark. At the same time, a Russian attack dislodges the German army in Warsaw. Germany is left in possession only of its home supply centers and Holland.

RULING: Since the German army in Warsaw is dislodged, and no German moves were received, this army is not retreated but annihilated. Germany now has five units on the board, and only four supply centers, so one of the units must be removed in the "Winter 1903" move.

VI. After the situation described in Example V, no German removal order is received for the "Winter 1903" bulletin.

RULING: The fleet in the Gulf of Bothnia is furthest from home, and is therefore removed by the Gamesmaster.

VII. Harvey Haro, playing Russia, submits no moves for "Fall 1902". The Gamesmaster therefore notified the stand-by player, Conrad von Moltke, to send in the "Winter 1902" build which Russia is entitled to make.

If Haro sends in this build, he retains control of Russia. Suppose, however, that he does not, and von Moltke orders "Builds A Sev". A Russian army is established in Sevastopol, and von Moltke now takes over the play of Russia.

BACK ISSUES

The following back issues of GRAUSTARK are available at 10 issues for \$1.00: 44, 46, 48, 50-53, 56-58, 60, 64, 66, 67, 71, 72, 74, 76-99. Issues 28, 30, 32, 36, 38-40 of RURITANIA are also available at the same rate. Some of those are in short supply, so if you need to fill in gaps in your collection you should act quickly.

John McCallum has recently begun a clearing house for back issues of Diplomacy fanzines, and is interested in getting duplicate issues for the collections of people who have discovered Diplomacy fandom more recently. He might be able to furnish you with Diplomacy bulletins missing in your own collection. John's address is "A" Quarters, S. E. S., Ralston, Alberta, Canada.

SUBSCRIPTION OVERLAPS

Players in current GRAUSTARK games, who previous to entering the games subscribed to GRAUSTARK, are entitled to the indicated number of issues after their game ends:

Margaret Genignani	2	Derek Nelson	6	Charles Turner	15
James Latimer	16	Anders Swenson	5	Christopher Wagner	11
David Lebling	10	Mehran Thomson Jr.	32		

A DOZEN YEARS OF DIPLOMACY

by Allan B. Calhamer

There is a lot to talk about after twelve years of Diplomacy. People frequently ask me how I came to create the game. Something this complicated undoubtedly springs from a person's total experience, but there are main lines and points which I can recall. I got an early introduction to games, to maps, and to history, and spent a lot of time making up games.

At the end of World War II, I came across an article on "post-war planning" which reviewed the European diplomacy of the period 1815-1914 and argued that coalitions tend to shift and form so as to oppose the most powerful or most aggressive elements. Later, when high school debaters were considering the issue of world government, I ran across the argument that external governments can serve the function of checking a rampant government which is not sufficiently checked internally.

About this time a friend of mine and I attempted to play a game which would model the entanglements of European history. As we had only two players, you can imagine that the results were not very successful.

In college I came in contact with the remarkable book Origins of the World War, by S. B. Fay. This book explored the secret alliance diplomacy leading up to the war in great detail. After the war nearly all the governments involved throw open the secret correspondence of that period, offering an opportunity to the observer which may never come again. I was impressed by the importance of personal contact and personal decision-making, and of alternatives that were not chosen, and of individual failures and blunders. All of this is in contrast to the determinism frequently implied by generalizations about history. I think the mysterious "semi-determinism" of life has been pretty well captured by the game of Diplomacy.

I also took a course in political geography under Prof. Whittlesley, which course influenced the relationship among country, military forces, and supply centers which went into the game. Thus we find that power arises from resources found at specific points, but is dealt out as the country sees fit. If it is not so dealt as to protect the resources, however, they may pass into the invisible envelope of another country's influence, and be dealt by someone else to some other faraway point.

I began devising the game in 1953 and completed the first set in 1954. Armies were blocks two inches high, painted with three horizontal stripes taken from the colors of the country's flag in 1914. Fleets were $2\frac{1}{2}$ inches long, and the board was quite large. In the first two games, negotiation was entirely by written notes passed from player to player at the board. Reading the notes after the game was most interesting. Verbal negotiation, however, was faster and gave the players a chance to move around, which is an advantage in a game of this duration.

In 1958 I went to work in a research laboratory which was interested in the game as a possible research tool. For a variety of reasons, that objective was never achieved. The game, however, was played frequently there, and the players, who were good game players generally, did a great deal of analysis and contributed many suggestions and played many experimental games. Several small changes were made in the rules. At first, a country could have multiple units in its capital or naval base, which were two of its supply centers. Almost an entire duplicate set of rules was necessary to govern the interactions involving these multiple units, which were consequently done away with. The number of provinces within a Great Power was reduced from seven to six. This change speeded up the early mobilization, although it is now a little harder to catch a country completely off guard, because opposite frontiers are closer together. Changes in the map were made, to make the countries more nearly equal, and conveying was made much faster. A large number of ambiguities in the written rules were discovered and disposed of.

A variety of rough and ready tactics were developed at this time. One was the "Flying Dutchman", which consisted in playing with a piece to which you were not entitled. It was ruled that this practice was legal so long as it was a deception, i. e.,

any player had a right to demand restoration of the true position; but if moves had intervened, they could not be taken back. It was never clear what the rights were if the deception were discovered during a move. Players quickly learned not to challenge a "Flying Dutchman" unless its removal was in their interest; sometimes a player might let one survive for several moves, then challenge it when alliances began to shift. The easiest way to put on a "Flying Dutchman" is to raise one when other players are raising, or to "forget" to drop one; but they are sometimes just placed on the board when only yourself or allies are present. Also pieces have been advanced or turned back, armies have turned into fleets, and so on.

The ploy which came closest to provoking mayhem was move-stealing. After a player had tucked his orders under the board, they were quietly lifted and some other paper put in their place. If other moves had been read before the deception was discovered, it was ruled that the victim could not make out a new set, because he had already seen other moves. Consequently his pieces stood in place. If the theft was coupled with an all-out attack it was very effective, and it had its analog in sabotage of communication lines prior to attack. One trick which did not get very far occurred when I was playing France and another player had been knocked out as Germany. It was my turn to read when he suddenly began declaiming, "France. Army to Belgium Fleet to Naples..." and so on. In the ensuing hubbub he claimed that he was the legal government of France and challenged me to prove anything to the contrary.

These tactics seem to have died out with passage of time, except for an occasional "Flying Dutchman", peeking while others write their orders, and so on. For one thing, these practices became dogged and inessential rather than clever, after a while; today they seem to belong to the past. There is no written rule saying that any deception is legal, anyway.

The game was put into its final commercial form and put on the market in 1959. I let contracts for the manufacture of the parts, assembled the sets in my apartment, and sold them however I could. At one time my living room was so full of bundles of boxes that I had only about six inches clearance around three sides of the room; no clearance on the fourth side. As sets were sold it became easier to move around. Games Research took the game over in 1960 and took the last material off my hands.

Postal Diplomacy was begun in 1963 on the initiative of John Boardman. Its surprising development has been very gratifying to me. It provides a channel of communication among many players, which helps to supplement some of the vagaries of the rules and may help to increase the quality of play.

People have sometimes asked why I chose the scenario of 1914. That period was a period in which there were several Great Powers which were more or less equal in power. It was a period of alliances and coalitions. It was also a period, as I have indicated above, that we know a lot about today. Other good scenarios that have been tried are Ancient Greece and 12th or 13th century Asia. The evidence is that there was quite a little diplomacy, aimed at coalition-forming for the largest purposes, throughout Asia at that time. Europe between the wars is not so good, because the break-up of Austria-Hungary, the contraction of Turkey, etc., create too great a power vacuum in the Balkans. One game based on the world as of 1940 had to resort to Brazil as a great power, to balance the board. The destructiveness of present day warfare makes it very difficult to model so as to represent the choices at all realistically.

Also, I believe it would be a mistake to model the present, because simple and unrealistic conclusions might be accepted uncritically. Something relevant to the present day can probably be learned from the existing game, but the required carry-over guards against hasty conclusions.

I chose a physical rather than a political map because a physical map looks more like the Earth itself.

Diplomacy seems to contain a number of elements which are original or at least very unusual. A workable multi-player military game is unusual. If the game employed the rule in checkers or chess, that a player may not pass his move, it would be slowed up badly by players who were inattentive or indecisive. The rule that a piece not ordered simply stands, and the rule that illegal orders are treated as orders to stand, are im-

portant in keeping the game moving. Also these rules amount to a mild penalty, which induces the players to remain attentive.

The effect of moving all the pieces simultaneously tends to be realistic, and also keeps things moving. In about five minutes, as many as 34 moves may take place, and the situation may change quite a little bit as those 34 pieces move. It is good that the moves are fairly restricted in view of the number that take place at one time. The moves have to be complicated enough to permit of deception in the negotiations; beyond that, additional complications tend to detract from the diplomatic side of the game. For the same reason, it is good that each player have only a few pieces.

The interaction between land and sea is not dealt with very well in any other game that I know of. Usually the game is either a land game or a sea game, the opposite element serving only as a boundary, or as the wings from which pieces come onto the stage. In Diplomacy sea power is as important as land power. It operates against landward targets, by supporting military forces (not physically represented but assumed to be there) in actual occupation of coastal areas. Engagement on the high seas occurs infrequently, and almost always because one side is moving to attack landward targets and the other is trying to prevent it.

A country's capabilities depend very much on how her force is divided between armies and fleets. These capabilities in turn reveal a great deal about her intentions and consequently her trustworthiness. The way in which the earth-space represented on the board is divided into land and sea is very important. The water areas of the board are divided into two distinct parts, the northern and the Mediterranean. A country which has an absolute majority of fleets in one of those parts is likely to be able to sweep everything on those coasts, first by taking the supply centers which are most exposed to seaward attack, then by raising either type of piece and mopping up. There are 14 supply centers bordering each of these water areas, Spain being counted twice. There are only seven wholly inland supply centers. An absolute majority of armies in the large land area containing most of the land-locked supply centers should have the same effect as a majority of fleets in a water area, but it is much harder to achieve. If a country stays in its water area it may use both its fleets and its armies in the same conflict, but if it goes overland its fleets will be out of play. Usually the only countries that can successfully fight in both water areas at once are France, or some country which has conquered France, or, occasionally, Russia.

Some players believe that there should be a class of alliance, possibly written, which should be binding under the rules. I have always believed that such a thing would be unrealistic. Furthermore, when a player has learned how to devise alliances that are likely to succeed in the environment of the present game, he has really learned something. I understand that a California group experimented with binding alliances and found that they spent the whole game litigating over whether an alliance had been violated or not, and also spent a lot of effort tricking people into agreeing to things they did not really intend. How much simpler is the present game!

Other players object to a lack of protocol. I believe that protocol should arise if it serves a function and not otherwise. If protocol were necessary in order to get an alliance, players would use it. I believe that protocol, credentials, etc., developed largely as a means of determining whether a person was authentic or not. If you had, say, seven floors of a dormitory, each playing a country at the rate of a move a day, then it might be necessary to know whether a given resident of the second floor really spoke for the second floor or not, hence credentials might be necessary. Over a still more vast game, protocol might be necessary. Perhaps we should be relieved that it is not necessary around the Diplomacy board.

There has been much talk about rewriting the rules. The very serious problem that arises in connection with a rewrite of the rules is that of latent errors. Mere latent ambiguities, which, I am convinced, are almost inevitable, could sometimes be resolved by referring back to the original rules, although it would be just as easy to keep the existing rules and add explanations. The problem is that the introduction of an actual error that no one noticed at the time would either change the game in some unpredictable way, almost certainly for the worse, since there are a lot of factors in

balance in the game now; or else compel some authority or other to rule against the literal wording.

Where there are ambiguities in the rules at present I feel no hesitation in telling people that the rule is whatever I intended it to be. If I am playing in a game when the matter comes up, I usually accept a vote as binding for that game only. But if there is, essentially, an error in the rules - if they really say something I didn't attend - I prefer to go along with the written wording. So far that situation has arisen only once, so far as I know, and I was lucky: the literal wording did not result in a very bad rule, though my intention was better. I never intended that a piece actually dislodged by an attacker coming from province A could still stand off another piece attempting to enter A, simply by virtue of an order to attack A. That is, however, the rule as written.

If I should be unlucky, in that some literal wording were discovered which would spoil the game, I would not follow the literal wording.

A few strange results occur from time to time under the rules because of the desire to keep the rules simple and to keep their sheer bulk down. Thus the notion that determination of the outcome would not depend on the nationality of the pieces in any way was devised. This result was intellectually pretty, but I actually had to make an exception, to the effect that a country may not drive out its own piece, to keep a country from deliberately securing a retreat in certain positions where a retreat can be a very powerful move (because all the other pieces are frozen in place during the retreat). Most players think there should also be an exception permitting a country to exchange the positions of its own army and fleet, but under the rules these two stand each other off. Rules covering the situation in which two armies wish to retreat into the same province never even got into the rulebook. The rule I use is that they must write the retreats, and if they choose the same space they must write again but may not go to that space. The result frequently is that one country may annihilate the piece of the other and then retreat, because one of them frequently has only one possible retreat. Sometimes both are limited to one space only, in which case they annihilate each other. When those pieces both come from the same country, the player involved raises an awful yell, but I do not like a special rule to cover that situation only. The real problem is what to do if the victim demands a look at the rule book. I have sometimes gotten by in the past by denying that I had a copy.

Some time ago I suggested new rules for the six man game. I have tested these recently, and I am very much in favor of them. My suggestion was to drop Italy as a player, rather than Turkey; to permit moves to Italian places and use of Italian supply centers, but to have the Italian pieces stand in place to defend themselves, without supporting each other. Such is just what would happen if the Italian player started the game and dropped out before the first move, anyway. It is good historically (Italy was the last country unified) and the feel of the resulting game is almost identical to the seven man game.

I have not yet tested my new suggestion for the five man game, in which Germany also is treated as Italy above.

I have been asked about the proposed new federation. I have no personal objection to its use of the name Diplomacy, but Games Research would like to consider the matter, and I will back them in this matter. I would be willing to help such a federation in any convenient way, but I would not want to give the impression that it had some sort of official or monopolistic position.

I am really more interested in vitality than in organization, and it is just in that respect that I feel most optimistic today (knock on wood). Diplomacy, like its fans, may be a little disorganized, but both have a certain vitality that bodes well for the future.

*

Do you have duplicates of any Diplomacy 'zines? Send them to John McCallum, "A" Quarters, S. E. S., Ralston, Alberta, Canada. Help our completist collectors.

THE PLAY'S THE THING

by John Boardman

Allan Calhauer, to whom we all owe a great debt of gratitude for inventing and polishing up the game of Diplomacy, has written a most interesting account of the background and development of Diplomacy. From childhood I have been interested in history and in games which reproduce it, though I never encountered, or invented for my own amusement, anything to compare with Diplomacy. In about 1946 I acquired, and played by myself for lack of other opposition, a game which reproduced an American presidential election. (This game took cognizance of history, in that it was easier for Democrats to win some states and for Republicans to win others.) I also tried my own variation of the card game War, for use with a map of Europe. Players would stake portions of their countries on the outcome of the game.

The original Diplomacy set was shown by Calhauer at a talk that he gave to a number of Diplomacy players at Columbia University on 19 October 1963. (This talk was reported in GRAUSTARKS #11 and #12.)

The active play of postal Diplomacy seems to have begun with my suggestions made in KNOWABLE #3 and GRAUSTARK #1, but the idea was "in the air". In 1962, several months before I proposed the idea, Conrad von Motzke designed a postal version of Diplomacy. And John McCallum has recently reported that for several years some Avalon-Hill game fans have been playing postal Diplomacy. He is now making contacts between this group and the postal Diplomacy players, largely recruited from science-fiction fandom, who play in GRAUSTARK and its sister publications.

Donald Miller, in his postal Diplomacy and variant publications, is now undertaking games in milieux other than the Europe of 1914. Among them are: American Indian tribes, Scottish clans and tribes, and, as Calhauer suggested, ancient Greece.

Two of the most unusual features of Diplomacy are these: that it is neither a game of fixed partnerships, like bridge and canasta, or a game of every man for himself, like poker, but a game of changing partnership in which the changes are a part of the game; and that, instead of playing in rotation, the players make their moves simultaneously. The only other game I know with the latter feature is the childhood game of "scissors-paper-rock".

The fact that the game features joint land-sea operations indicates its American origin. The peculiarly American contribution to military theory, as Fletcher Pratt has observed, is the combination of land and sea forces, from Grant's campaign on the western rivers during the War of the Rebellion, to the landings at Normandy and Okinawa. However, Diplomacy's use of sea power departs from the Anglo-American tradition in that "it operates against landward targets, by supporting military forces...in actual occupation of coastal areas. Engagement on the high seas occurs infrequently, and almost always because one side is moving to attack landward targets and the other is trying to prevent it."

The Anglo-American theory of sea power, as enunciated by Alfred Thayer Mahan but employed long before his time, is that control of the seas is valuable, not merely to support operations on land, but for its own sake. French naval theorists, on the other hand, have generally operated according to the precept used by Calhauer in Diplomacy. Americans, however, have reason to be grateful for this theory, erroneous though it has proved in practice to be. The American Revolution took place at one of the very few times in history that the French navy was superior to the British, and it was by "supporting military forces in...coastal areas" that Suffren won at Trincomalee and de Grasse helped at Yorktown.

*

Earl Thompson has just announced that, owing to pressure of academic matters, his Diplomacy bulletin Vandy II (see p. 14) will be terminated. Game and subscription fees are being refunded.

PROGRESS OF POSTAL DIPLOMACY - II

The following table lists all current postal Diplomacy games, and all those which have been completed since the last publication of this listing in GRAUSTARK #87. The winner and country of a completed game is given below; uncompleted games have their progress indicated by the most recent move, as "S06" for "Spring 1906". Parenthesized numbers indicate footnotes. All games are 7-man unless otherwise indicated.

The only variant Diplomacy games included in this listing are team games (indicated by the letter "t"), Don Miller's "game of anonymity" in which players are ignorant of each other's identity, and games with fewer than 7 players.

Game	Other Designation	Present Gamesmaster	Progress	Bulletin
1963C		Hannifen	Phil Castora, England, F14	WorldDip
1964C		McCallum	John Boardman, England, F13	Brobdignag
1964D	Trantor I	Koning	F14	Trantor (1)
1965B	1965KL	Brannan	S10	Wild 'n' Wooly
1965C	1965KM	Brannan	S09	Wild 'n' Wooly
1965D	1965KY	Brannan	F07	Wild 'n' Wooly
1965E	Massif I	Koning	F09	Massif (1)
1965F	Costaguana I	von Metzke	F07	Costaguana
1965G	1965KY	Brannan	F05	Wild 'n' Wooly
1965H	1965KN	Brannan	F07	Wild 'n' Wooly
1965I	1965KJ	Brannan	John Smythe, Italy, S11	Wild 'n' Wooly
1965J	1965KQ	Brannan	S05	Wild 'n' Wooly
1965L		Boardman	Frank Clark, Germany, and John Koning, Russia, draw, F09	Graustark
1965M	Costaguana II	von Metzke	F06	Costaguana
1965N		Boardman	Ovilla Pattee, England; John Koning, Germany, & Kim Pattee, Russia, F05	Graustark
1965O	Lusitania I (8)	Kling	F05	Lusitania
1965P		Wells	F06	Lonely Mountain
1965Q		Boardman	F07	Graustark
1965R	GB-1965-A	Bounds	F08	Orthanc (2)
1965S	GB-1965-B	Chalker	S09	Barad-Dur
1965T	GB-1965-C	Chalker	S08	Barad-Dur
1965U	Trantor II	Koning	F05	Trantor (1)
1965V	PAA	Miller	F05	Diplophobia (3)
1965W	GB-1965-D	Bounds	F05	Orthanc (2)
1966A		Wells	S04	Lonely Mountain
1966B	Costaguana III	von Metzke	F03	Costaguana
1966C	1966KL	Brannan	F03	Wild 'n' Wooly
1966D	GB-1966-E	Chalker	F04	Barad-Dur
1966E	PBA	Miller	F04	Diplophobia (3)
1966F	PCA	Miller	F03	Diplophobia (3)
1966G	(4)	Boardman	Donald Berman, Italy, F07	Graustark
1966H	1966KN	Brannan	F01	Wild 'n' Wooly
1966I	Massif II	Koning	F02	Massif (1)
1966J	DAA	Miller	F02	Dipsomania (3)

(1) - combined into sTab.

(2) - game began in Barad-Dur.

(3) - game began in Diplomania.

(4) - six-man game, Turkey omitted.

(5) - game began in T. S.

(6) - game conducted by carbon copy; will be published later.

(7) - six-man game, Italy omitted.

(8) - five-man game, Russia and Turkey omitted.

(9) - five-man game, Germany and Italy omitted.

Game	Other Designation	Present Gamesmaster	Progress	Bulletin
1966K	PEA	Miller	S02	Diplophobia
1966L		Reinsol	F03	Big Brother
1966M	Costaguana IX	von Metzke	F02	Costaguana (5)
1966N		Ward	S02	Marsovia
1966O	Costaguana IV	von Metzke	F01	Costaguana
1966P	(6)	Revillagigedo		
1966Q		Boardman	F08	Graustark
1966R		Boardman	S03	Graustark
1966St	PDB (7)	Miller	S02	Diplophobia (3)
1966T	PFC	Miller	S01	Diplophobia (3)
1966Ut	PGD	Miller	S02	Diplophobia (3)
1966V	DCA	Miller	F01	Dipsomania (3)
1966W	RJ966B	Wright	Karl Thompson, England, F13	Bölverk
1966X	Lusitania II	Kling		Lusitania
1966Y		Wells	S01	Lonely Mountain
1966Z	1966KQ	Brannan	S 1	Wild 'n' Wooly
1966AA		Boardman	F02	Graustark
1966AB	GB-1966-H	Bounds	F01	Orthanc
1966AC	Costaguana V	von Metzke	S01	Costaguana
1966ADt	sTab I (4)		S08	sTab
1966AE	Costaguana VII	von Metzke		Costaguana
1966AFt	sTab II	Koning		sTab
1966AG	Costaguana VI	von Metzke		Costaguana
1966AH	Costaguana VIII	von Metzke		Costaguana
1966AI	Costaguana X	von Metzke		Costaguana
1966AJ	1966KR	Brannan		Wild 'n' Wooly
1966AK		Reinsel		Big Brother
1966AL	ADAG--1	Naus		A Droite a Gauche
1966AM	ADAG--2	Naus		A Droite a Gauche
1966AN	DGA	Miller		Dipsomania
1966AO	reL	Walker		Erehwon
1966AP	(9)	Swenson		Miskatonic Univ.
1966AQ		McCallum		Broddingnag

A complete list of Gamesmasters and players begins on p. 15, and will be kept up in subsequent issues of GRAUSTARK.

THE DIPLOMACY PRESS

Postal Diplomacy bulletins presently being published are listed below. The number after each title indicates the latest issue to have been received here; publications without numbers have yet to appear. Subscription rates are 10 issues for \$1.00 unless otherwise indicated. If the Gamesmaster is accepting entries for new games, the entry fee is given. Most Gamesmasters give sharp fee reductions for players who are in more than one of their games.

A Droite a Gauche, 2, Harold A. Naus, Space 139, 288 Broadway, Chula Vista, Calif. 92010. Fee \$1.00.

Arrangeddonia, Charles Turner, 24 Boyd Court, Pleasant Hill, Calif. 94523. Subscription rate not known; fee \$2.50.

Barad-Dur, 26, Jack Chalker, 5111 Liberty Heights Ave., Baltimore, Md. 21207. Fee \$4.00.

Big Brother, 12, Charles Reinsol, 120 8th Ave., Clarion, Penn. 16214. Fee \$2.50.

Bölverk, 11, James Wright, 1605 Thayer St., Richland, Wash. 99352.
Brayer, Dennis N. Smith, 412 $\frac{1}{2}$ 4th Ave., Chula Vista, Calif. 92010. Subscription rate not known.

Broodingnag, 40, John McCallum, "A" Quarters, S. E. S., Ralston, Alberta.
 Fee \$2.00.

Costaguana, 28, Conrad von Metzko, P. O. Box 307, Jamul, Calif. 92035.

Diplomania, 12; Diplophobia, 1; and Dipsomania, 2; Donald Miller, 12315 Judson Road, Wheaton, Md. 20906. Fee \$3.00; no games in Diplomania.

Erewhon, 2, Rod Walker, 1207 E. 16th St., Fremont, Nebr. 68025. Fee \$3.00.

Glockorla, 1, David Lebling, 3 Rollins Court, Rockville, Md. 20852. Fee \$3.00.

GRAUSTARK, 100, John Boardman, 592 16th St., Brooklyn, N. Y. 11218.

Lonely Mountain, 20, Charles Wells, 3678 Lindholm Road, Cleveland, Ohio 44120.
 Subscriptions 20 issues for \$1.00. (Briefly called Magazine.)

Insitania, 13, Bernie Kling, 237 S. Rodeo Dr., Beverly Hills, Calif. Fee \$1.50.

Marsovia, 7, Robert J. Ward, P. O. Box 19002, Camelia Station, Sacramento, Calif. 95819. Fee \$3.00.

Massif, 28, See STab.

Miskatonic University, 2, Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Calif. 94598. Subscriptions "all" for \$1.00.

Orthane, 24, Ron Bounds, 649 N. Pace St., Baltimore, Md. 21207. Fee \$4.00.

STab, 17, John Koning, 318 S. Belle Vista, Youngstown, Ohio 44509.

Trantor, 42. See STab.

Valaskjalf, 1, James Wright. (See Bölverk.) For trades only.

Vandy II, 3, Earl Thompson, Apt. #2, 128 S. Mariposa, Los Angeles, Calif. 90004.
 No subscription rate given; fee \$2.50.

Wild 'n' Woolly, 60, Charles Brannan, c/o General Delivery, Berkeley, Calif. 94701. Fee \$6.00.

An as yet untitled Diplomacy bulletin will be published by Robert Clino, 583-B Moss St., Chula Vista, Calif. 92010.

The following Diplomacy bulletins are now defunct. The number of the last issue known to me to have been published is given, together with the name and address of the publisher if known.

FREDONIA, 28, John Boardman. (See GRAUSTARK.) Incorporated in GRAUSTARK.

La Gazette d'Europe, ?, Bill Blackboard.

Grand Fenwick Gazette, one-shot, Charles Wells. (See Lonely Mountain.)

RURITANIA, 40, John Boardman. (See GRAUSTARK.) Incorporated in GRAUSTARK.

T. S., 6, Monroe Jeffrey. Incorporated in Costaguana.

Tuppence-Ha'ponny, 1, Edwin Baker, 3177 W. 5th St., Los Angeles, Calif. 90005.

Wart Hog, 1, James Goldman, 430 E. 29th St., Paterson, N. J.

WitDip, 14; WorldDip, 28; Bruce Pelz, Box 100, 308 Westwood Plaza, Los Angeles, Calif. 90024.

Diplomacy players might also be interested in publications of games related to Diplomacy. The name of the game is given in parentheses after the title of the publication:

The Alfhelm Annual Andvark; Asgard Adlenda, 1 (Morglay); see Mosklin Memoes.

Coup, 9 (Parliament); Charles Wells. (See Lonely Mountain.) Subscriptions are 20 issues for \$1.00.

Dipsomania, 2 (Economic Diplomacy, Nine-Man Diplomacy, and other variants). Donald Miller. (See Diplomania.)

Economic Diplomacy, 1. (Rules of Economic Diplomacy.) See Mosklin Memoes.

Fantasia, 2 (Middle-Earth Diplomacy, Mythomacy, and other variants.) Donald Miller. (See Diplomania.)

Mosklin Memoes, 5; Norstrillia, 1; Norstrillia Notes, 22; The Toorey Triennial Turtle, 5; Untitled Superdiplomacy Fanzine, 1; The Wereld Schemering Weekly Wombat, 5; Superdiplomacy. Dan Alderson, 6720 Day St., Tujunga, Calif. 91042. All of Alderson's publications together seem to be available for a \$1.00 subscription.

Supercalifragilisticexpialidocious (Anarchy, Superdiplomacy.) Don Miller. (See Diplomania.)

ROSTERS OF CURRENT POSTAL DIPLOMACY GAMES

These rosters update and correct those given in GRAUSTARK #71, and no further reference to rosters in issues 72-99 is necessary. Postal Diplomacy games are designated by the year in which they begin, and the letter indicates the order within that year. After the alphabet is exhausted, the notation begins again with AA, AB, etc. Following the designation of the game is the name of its Gamesmaster and the game's bulletin. Some Gamesmasters use alternative designations for their own games; these will be found in the table on pp. 12-13. Following in order are the names of the players for England, France, Germany, Italy, Austria-Hungary, Russia, and Turkey. Team games are indicated by the letter "t", and countries are grouped by teams, with the captain indicated. "Out" indicates the game year in which a player was eliminated, "res" means a resignation, "dro" a dropped player or Gamesmaster, and "won" the winner. For example, "dro F05" means that the indicated player was eliminated from the game in "Fall 1905".

Gamesmasters and players are requested to check the rosters of their games and to send in any corrections.

1963B: Dave McDaniel (dro F10)
 John Boardman, Ruritania
 E - Fred Lerner (out F05)
 F - Jock Root (res F10)
 John McCallum (out F16)
 G - Allan Calhauer (res F10)
 Roland Tzudikor (dro F16)
 John McCallum
 I - Tom Bulmer (out F05)
 A - Dian Polz
 R - Bruce Polz (won F18)
 T - John Boardman (res F01)

1963C: Owen Hannifen, WorldDip
 E - Fred Patton (won F14)
 F - Dave McDaniel
 G - Jack Harness (out F10)
 I - Bruce Polz
 A - Phil Castora (out F11)
 R - Edwin Baker
 T - Charles Brannan (out F12)

1964C: Dick Schultz (dro F08)
 E - John Boardman (won F13)
 F - James Goldman
 G - Dorok Nelson (out F04)
 I - Lon Bailes (out F09)
 A - Ron Daniels (out S05)
 R - John Koning (res S01)
 Paul Harley (out F04)
 T - Eric Blake

1964D: John Smytho (res F06)
 John Koning (res S08)
 John Smytho, Trantor
 E - Dick Schultz (res S02)

Phil Castora (dro F12)
 Earl Thompson
 F - James MacKenzie
 G - Paul Harley (out F07)
 I - Dorok Nelson
 A - John McCallum
 R - Don Rocklios (res F01)
 T - Charles Brannan

1965A: John Boardman, Graustark
 E - Earl Thompson
 F - James Sanders (res F06)
 John McCallum
 G - Charles Brannan
 I - James MacKenzie (out F06)
 A - Paul Harley (out S05)
 R - John Smytho
 T - Charles Wells (won F12)

1965B: Charles Brannan, Wild 'n' Woolly
 E - Earl Thompson
 F - Jock Root
 G - Robert Ward (out F06)
 I - John Boardman
 A - Phil Castora
 R - Conrad von Metzke
 T - Bill Schreffler (out F08)

1965C: Charles Brannan, Wild 'n' Woolly
 E - Stephen Barr (out F08)
 F - F. Middleton (dro F05)
 Conrad von Metzke
 G - Bill Schreffler (dro F05)
 Jerry Pournello
 I - James Goldman
 A - Charles Wells
 R - John McCallum
 T - Roland Tzudikor (out S05)

1965D: Charles Brannan, Wild 'n' Woolly

E - B. I. Banks
 F - John Sandoval (out F03)
 G - James Goldman
 I - Dan Alderson (res F02)
 Jerry Pournello
 A - Conrad von Metzke
 R - John McCallum
 T - Barry Gold (out F04)

1965E: John Koning, Massif

E - John Smythe
 F - Jack Root
 G - Dick Schultz (out F07)
 I - James Goldman (out F05)
 A - Derek Nelson
 R - Charles Brannan (out F06)
 T - James MacKenzie

1965F: Conrad von Metzke, Costaguana

E - Harold Peck
 F - Charles Brannan
 G - Phil Castora (out F05)
 I - John Koning
 A - Roland Tzudiker (dro F02)
 Monroe Jeffrey
 R - Bill Schreffler (res S02)
 Dennis Smith
 T - Charles Wells

1965G: Charles Brannan, Wild 'n' Woolly

E - Derek Nelson
 F - John Koning
 G - Stephen Barr (dro F03)
 Ronald Wilson
 I - Conrad von Metzke
 A - Robert Ward
 R - Edwin Baker
 T - Barry Gold (dro F05)

1965H: Charles Brannan, Wild 'n' Woolly

E - Jack Harness (out F04)
 F - Robert Ward
 G - Henry Stino (res S02)
 Paul Puckett (res F02)
 John McCallum
 I - John Smythe
 A - John Koning
 R - Ron Bounds (res S01)
 Earl Thompson (out F04)
 T - Conrad von Metzke

1965I: Charles Brannan, Wild 'n' Woolly

E - Roland Tzudiker (out F08)
 F - Earl Thompson (out F07)
 G - John Koning

I - John Smythe (won S11)

A - Conrad von Metzke

R - Derek Nelson

T - Jack Harness

1965K: Charles Brannan, Wild 'n' Woolly

E - Robert Ward
 F - Charles Wells
 G - Eutiquio Jose Revillagigedo
 I - Charles Reinsel
 A - Anders Swenson
 R - Derek Nelson
 T - Jerry Pournello

1965L: John Boardman, Graustark

E - Charles Brannan (out F06)
 F - Ken Davidson (out S09)
 G - Frank Clark (drew F09)
 I - John Smythe (out F06)
 A - Bernie Kling (dro F04)
 Anders Swenson (out F05)
 R - John Koning (drew F09)
 T - Charles Reinsel (res F07)
 Anders Swenson (out F09)

1965M: Conrad von Metzke, Costaguana

E - Phil Castora (res S01)
 Bernie Kling (out F03)
 F - Charles Wells
 G - John McCallum
 I - Robert Cline (res S04)
 John Boardman (out S05)
 A - Lon Atkins
 R - Charles Reinsel (res S05)
 Robert Cline
 T - Terry Huston

1965Nt: John Boardman, Graustark

E - Ovilla Davies Pattee
 G - John Koning, Capt. (won F05)
 I - Kim Pattee
 F - Brian Bailly
 A - Anders Swenson, Capt. (res F05)
 R - Robert Adams

1965O: Bernie Kling, Lusitania

E - Charles Reinsel (res F04)
 John Koning
 F - Charles Brannan
 G - Bill Bogert
 I - John McCallum
 A - Conrad von Metzke

1965P: Charles Wells, Lonely Mountain

E - John Smythe (dro S07)
 John Koning
 F - Lon Atkins
 G - Len Bailos (dro S03)
 Charles Brannan
 I - Hank Reinhardt
 A - Charles Reinsol
 R - Jerry Page
 T - Al Scott

1965Q: John Boardman, Graustark

E - Robert Lake (dro S02)
 John Koning
 F - Bob Whalen
 G - John Smythe
 I - Don Berman & Larry Reinstein
 A - Derek Nelson (res F02)
 Kim Pattee
 R - Charles Reinsol (res F05)
 Anders Swenson (out F07)
 T - Terry Kuch

1965R: Ron Bounds, Orthanc

E - Lon Atkins (res S06)
 Mark Owings (out F08)
 F - Charles Reinsol
 G - Stephen Barr (dro F02)
 John McCallum (out F06)
 I - Jerald Jacks (res F05)
 Joel Sattel
 A - Alan Huff (out F04)
 R - Donald Miller
 T - Jack Chalkor

1965S: Jack Chalkor, Barad-Dur

E - Ron Bounds
 F - Alan Huff (out F08)
 G - Charles Reinsol
 I - Banks Mebane
 A - Frank Clark
 R - Joel Sattel (out F05)
 T - Donald Miller

1965T: Jack Chalkor, Barad-Dur

E - Alexis Gilliland
 F - Ben Hendin (res S02)
 Joel Sattel (dro S07)
 Mark Owings
 G - Steven Patt (res S01)
 Pat McDonnell (out F05)
 I - Alan Huff (out F07)
 A - Jerald Jacks (out F05)
 R - Rick Brooks
 T - Banks Mebane

1965U: John Smythe (res F02)

John Koning, Trantor
 E - John McCallum

F - Charles Reinsol

G - Frank Clark

I - Jock Root (res S04)

Charles Wells

A - Derek Nelson

R - John Boardman

T - John Koning (res F02)

John Smythe

1965V: Don Miller, Diplophobia

E - Frank Clark

F - George Parks

G - Terry Kuch

I - Banks Mebane

A - James Latimer (out F04)

R - Alexis Gilliland (out F05)

T - Alan Huff

1965W: Ron Bounds, Orthanc

E - Pat McDonnell (dro S05)

Mark Owings

F - Donald Miller

G - Alan Huff

I - Joel Sattel (out F04)

A - Conrad von Metzko

R - Jerald Jacks (out F03)

T - Charles Reinsol

1966A: Charles Wells, Lonely Mountain

E - John McCallum

F - Jerry Pournelle

G - Terry Kuch

I - Charles Reinsol

A - Al Scott (out F02)

R - Hank Reinhardt

T - John Austin

1966B: Conrad von Metzko, Costaguana

E - Ken Davidson

F - Jack Chalkor (dro S03)

James Dygert

G - Anders Swenson

I - Robert Ward

A - Dennis Frisch (dro S01)

Jerald Jacks (dro F02)

Robert Cline

R - Thomas Gorman

T - Jerry Pournelle

1966C: Charles Brannan, Wild 'n' Woolly

E - John McCallum

F - Charles Wells

G - Robert Cline

I - Robert Ward

A - Jock Root

R - Ron Bounds

T - John Koning

1966D: Jack Chalkor, Barad-Dur

E - Alan Huff
 F - Mark Owings
 G - Margaret Gernigiani (out S05)
 I - Charles Brannan (out F04)
 A - Donald Miller
 R - James Dygert
 T - Conrad von Metzko

1966E: Don Miller, Diplophobia

E - Ron Parks
 F - Gregory Molenaar
 G - John Mazor
 I - Torry Kuch
 A - George Parks
 R - James Latinor
 T - Sidney Get (out S04)

1966F: Don Miller, Diplophobia

E - John Mazor
 F - Alan Huff
 G - Ron Parks
 I - James Latinor
 A - Banks Mobano
 R - Sidney Get
 T - Bob Weston

1966G: no gamesmaster, Graustark

E - Gregory Salano
 F - Mike Aita
 G - John Boardman
 I - Donald Borman (won F07)
 A - Larry Reinstoin (out F05)
 R - Mark Sadowsky

1966H: Charles Brannan, Wild 'n' Wooly

E - Derek Nelson
 F - Leonard Garland
 G - Ken Davidson
 I - Roland Tzudiker
 A - Ken Fletcher
 R - James Dygert
 T - Margaret Gernigiani

1966I: John Koning, Massif

E - Charles Brannan
 F - Roland Tzudiker
 G - Robert Lako
 I - Charles Wells
 A - Conrad von Metzko
 R - James Goldman (dro S02)
 James Latinor
 T - Ken Davidson

1966J: Don Miller, Dipsomania

all players anonymous

1966K: Don Miller, Diplophobia

E - Sidney Get
 F - John Mazor
 G - James Latinor
 I - Charles Brannan
 A - David Lebling
 R - Ron Parks
 T - Pat McDonnell (dro F01)
 George Parks

1966L: Charles Reinsol, Big Brother

E - Ron Bounds
 F - Charles Brannan
 G - John Koning
 I - John McCallum
 A - Jack Chalkor
 R - Conrad von Metzko (out S04)
 T - Charles Wells

1966M: Conrad von Metzko, Costaguana

E - James Dygert
 F - Arthur Canfil (res S02)
 Lou Curtiss
 G - Jerald Jacks (dro S02)
 Clyde Johnson
 I - Roland Tzudiker
 A - Charles Reinsol
 R - Jack Chalkor
 T - Charles Brannan

1966N: Robert Ward, Marsovia

E - Conrad von Metzko
 F - Dan Barrows
 G - Roland Tzudiker
 I - Anders Swenson
 A - Arthur Canfil (res F01)
 Rod Walker
 R - James Latinor
 T - Charles Brannan

1966O: Conrad von Metzko, Costaguana

E - Rod Walker
 F - Charles Turner
 G - Bernio Kling (res F01)
 Leonard Garland
 I - Harold Natis
 A - Roland Tzudiker
 R - Al Goggles
 T - Jerry Tenney

1966P: Eutiquio Jose Revillagigodo

E - Carlos Jimenez
 F - Carlos Morales
 G - Adalberto Moreno
 I - Francisco Urrutia
 A - Tomas de Silva
 R - Martin de Podo
 T - Humberto Martinez

1966Q: no gamesmaster to S07

John Boardman, Graustark
 E - Steve Jacobs (dro S08)
 Conrad von Metzko (out F08)
 F - Mark Sadowsky (res S07)
 James Latimer
 G - John Boardman (res S07)
 Donald Miller
 I - Larry Reinstein (out F04)
 A - Gregory Salamo
 R - Michael Aita
 T - Donald Berman

1966R: John Boardman, Graustark

E - James Latimer
 F - Donald Berman
 G - David Lebling
 I - William Sullivan (dro F02)
 Mehran Thomson
 A - Richard Uhr
 R - Kenneth Lovinson
 T - Margaret Gmignani (dro F02)
 Chris Wagner

1966St: Donald Miller, Diplophobia

E, F, G: anonymous
 A, R, T: anonymous

1966T: Donald Miller, Diplophobia

E - Margaret Gmignani
 F - James Latimer
 G - Sidney Got
 I - Alan Huff
 A - R. Wayne Hohelsel
 R - Fritz Mulhauser
 T - David Lebling

1966U: Donald Miller, Diplophobia

E, F, G: anonymous
 A, R, T: anonymous
 I: anonymous

1966V: Donald Miller, Dipsomania
 all players anonymous

1966W: James Wright, Bulverk

no gamesmaster after F03
 E - Karl Thompson (won F13)
 F - Paul Dunigan (res F03)
 James Wright (out F08)
 G - Mike Jasko (out F13)
 I - Alan Kissinger (out F10)
 A - Tim McDermott (out F04)
 R - Alan Harvov
 T - Bob Speed

1966X: Bernio Kling, Lusitania

E - Michael Wolf
 F - Harold Peck
 G - John Rainer
 I - Margaret Gmignani
 A - Conrad von Metzko
 R - Bill Bogort
 T - Charles Brannan

1966Y: Charles Wells, Lonely Mountain

E - John Koning
 F - Hank Reinhardt
 G - W. C. Adams
 I - James Dygert
 A - Charles Brannan
 R - Al Scott
 T - Derek Nelson

1966Z: Charles Brannan, Wild 'n' Woolly

E - John Koning
 F - Terry Kuch
 G - Bob Speed
 I - S. D. D. & C. B. W. *
 A - Roland Tzudiker
 R - Kon Davidson
 T - Christina Keogh

* - San Diego Diplomacy & Cheap
 Beer Warehouse

1966AA: John Boardman, Graustark

E - James Dygert
 F - John Smytho
 G - James Latimer
 I - Michael Aita
 A - Rod Walker
 R - Robert Lake
 T - Earl Thompson

1966AB: Ron Bounds, Orthanc

E - Charles Brannan
 F - Michael Hakulin
 G - Mehran Thomson
 I - Margaret Gmignani
 A - Charles Reinsol
 R - Mark Owings
 T - James Latimer

1966AC: Conrad von Metzko, Oostaguana

E - Harold Peck
 F - Brian Bailey
 G - Derek Nelson
 I - Al Goggins
 A - Lawrence Peery
 R - Rod Walker
 T - Jerry Tenney (res S01)
 Leonard Garland

1966ADt: no gamesmaster, sTab

E - John Smytho (res F05)
James Latimer
F - Robert Lake (res F05)
John Koning
G - Kim Pattee (out F04)
I - Ovilla Pattee (res F05)
John Koning
A - Derck Nelson (res F05)
James Latimer
R - John Koning (res F05)
James Latimer

1966AE: Conrad von Metzko, Costaguana

E - Clyde Johnson
F - Wayne Gibbs
G - Gail Schow
I - Louis Curtiss
A - James Latimer
R - Margaret Gagnani
T - John Smytho

1966AFt: John Koning, sTab

E - Earl Thompson
F, G, I - John Smytho
A, R, T - Derck Nelson

1966AG: Conrad von Metzko, Costaguana

E - Larry Peery
F - Ken Davidson
G - Robert Ward
I - Rod Walker
A - Dennis Frisch
R - Robert Cline
T - Michael Hillen

1966AH: Conrad von Metzko, Costaguana

E - Terry Houston
F - Dennis Smith
G - Brian Bailey
I - Charles Turner
A - Gail Schow
R - Wayne Gibbs
T - Harold Naus

1966AI: Conrad von Metzko, Costaguana

E - Leonard Garland
F - Charles Reinsel
G - Celestro
I - Monte Zolazny
A - Brian Bailey
R - Harold Naus
T - Rod Walker

1966AJ: Charles Brannan, Wild 'n' Woolly

E - Derck Nelson
F - John Smytho

C - Monroe Jeffrey
I - Kenneth Fletcher
A - James Goldman
R - L. T. & B. L. A. **
T - Charles Reinsel

** - Lafayette Tactics &
Brotherly Love Association

1966AK: Charles Reinsel, Big Brother

E - James MacKenzie
F - Edi Birsan
G - Conrad von Metzko
I - Margaret Gagnani
A - Rod Walker
R - Charles Alexander
T - James Dygert

1966AL: Harold Naus, A Droite a Gauche

E - Charles Turner
F - Earl Thompson
G - Rod Walker
I - Dan Barrows
A - Margaret Gagnani
R - Gail Schow
T - Conrad von Metzko

1966AM: Harold Naus, A Droite a Gauche

E - Charles Alexander
F - Ron Parks
G - Monte Zolazny
I - Sean Donohue
A - Scott Duncan
R - Conrad von Metzko
T - Edi Birsan

1966AN: Donald Miller, Dipsomania
all players anonymous

1966AO: Rod Walker, Erowhon

E - Edi Birsan
F - Larry Peery
G - Chuck Carey
I - Frank Musbach
A - Brian Bailey
R - Jack Longbine
T - Cliff Ollila

1966AP: Anders Swenson, Miskatonic

E - Clint Bigglestone University
F - Charles Turner
I - Christine Keogh
R - Gail Schow
T - Robert Adams

(continued on p. 30)

THE DIPLOMATIC POUCH

CONRAD VON METZKE, P. O. Box 307, Jamul, Calif. 92035: The opponents of the International Diplomacy Federation may be few - at least the chorus of approvals drowns them in a weight of numbers - but they certainly are loud. Unfortunately none of them has yet had the common courtesy to inform us of their opposition! All they do is write letters behind our backs telling people they don't like it. Excellent, gentlemen! This is exactly the type of constructive criticism we hoped for! Now it will be obvious why the final draft constitution is based on suggestions from those who were interested enough to write us, instead of being tinged with the ideas of any of the current crop of vocalists against it.

There is, of course, a consolation. Undoubtedly the bunch that wants to "shut those organizers up" will not bother to join the organization at all; then the rest of us, the serious and interested ones, can accomplish something. HA!

ANDERS SWENSON, 145 Ponderosa Lane, Walnut Creek, Calif. 94598: I think the IDF's a nice basic idea, but there hasn't been nearly enough discussion about the Constitution of the thing. Don Miller raised some fascinating questions about the whole mess in Diplomania, for instance, and I'm sure there are arguments in the 'zinos. I don't receive that are quite as important. For my part, my criticism of the principles of the current IDF Constitution involves my belief that such a body ought to be, if anything, a bit under-organized - most questions, if not all, should be left to a vote of
 * * * * *

SAIGON, South Vietnam, July 13, 1966 (Special to the New York Times): The editors of Saigon's three English-language newspapers know that the G. I.'s are interested in sports, so they publish the baseball box scores and many action pictures.

But sometimes they got their baseball idioms mixed up with the cliches of politics.

So it happened that the Saigon Daily News's story about the All-Star game carried the banner headline: "Nationalist Koufax named against McLain."

* * * * *
 the general membership of the IDF, eliminating the "executive council". Also, as a simple expediency, the President and Secretary really ought to come from the same geographical area, the specific area rotating through the years, like the WorldCon, perhaps, or else merely change from year to year.

A good indication of the qualifications of the various candidates for office, by the way, is the fanzines they turn out - Miskatonic University indicating a lack of possible qualification for work of an exact-deadline, correctly spelled nature!

CHRIS WAGNER, Box 6008, APO San Francisco, Calif. 96328: Enjoyed GRAUSTARK #98 very much. Examples of play helped me to understand the rules; have some questions but will wait for issue with postal Diplomacy rules before "bugging" anyone. Comedy (James Goldman's letter) and the more serious (O-O-Hate) pieces were also excellent.

SCOTT DUNCAN, 2508 Highland Ave., Broomall, Penn. 19008: Speaking of Mr. Reinsol, he's written me about a subscription to Big Brother; however, his information was scanty as to the magazine (no sample copy). Most of what he sent me concerned the sale and buying of "pop" and "comp" comic books and newspaper comics (plus Edgar Rice Burroughs books). The only thing he sent me about the 'zine was an order-blank. I won't be subscribing to his unless I could get into a game; however, his attitude toward your labels was rather intolerant and I doubt I'd want to be a part of one of his games anyway. Not for the sake of policy prejudices, just on the basis of good taste and restraint of emotion (besides, his letter, etc., didn't strike me as being too organized.)

JAMES LATIMER, 4011 Silver Hill Road, Suitland, Md. 20023: I'm opposed to the

rating systems. Here's an example of why I am. I've received offers to clobber France in 1966 solely because of Smythe's high standing on the ratings. Because I'm playing Germany it was expedient to do so but I don't like the idea of attacking a player just to lower his Diplomacy rating.

JAMES WRIGHT, 1605 Thayer St., Richland, Wash. 99352: The proposals suggested by me and McDermott in GRAUSTARK #95 were written almost two months ago, and since then I've gone through many more Diplomacy games and have also gone through many theories about the game. However, at this point, I oppose all three of the variants suggested. The one we tried in 1966W was a definite failure, I thought, because it hindered the natural progress of the game, throwing in elements that changed the texture (which was their actual purpose). ((See the review of 1966W in GRAUSTARK #95.)) The other two would do the same. Don Miller may be interested in them, but I'm opposing their use in all future games here. Luckily I think no one else is interested either. We've apparently re-discovered the game as it is, not as it may appear to be, so we can play on happily.

...As for the question of printing propaganda that is falsely accredited to someone else by the player - I think the gamesmaster should identify the source of the document. Reason - in our games, across the board, each player reads his own press releases. It is not the gamesmaster's duty to read them. However, to maintain the same fairness of an across-the-board game, it seems necessary for the gamesmaster to identify the source. In Bolyerk, whenever the source was not clear, I identified it by labeling it as "Turkish Press" or something similar.

"Make a desert out of North Viet Nam!"

"Burn the Reds!"

"Democracy stinks!"

"You'd make a good bar of soap!"

- slogans used by counter-demonstrators against the
Hiroshima Day peace demonstration, New York Sunday
News, 7 August 1966

JOHN REINER, Apt. 8Q, 225 E. 57th St., New York, N. Y. 10021 (after 5 September: Apt. #4, 361 S. Elm Dr., Beverly Hills, Calif.): I am writing to you to reply to the disgusting remarks made by Mr. Reinsel and Mr. Blako. My own feelings on Viet-Nam (Hey, there's another way of spelling it!) are that we should stop the fighting, which we have been doing for our own ego. American arms are superior to those of the Gong so we exploit this by continuing the fighting to show other countries our military capabilities. In other words, we have been using Viet-Nam as a puppet for a show of arms. What we should do is secure the fact that the people have an open choice as to what type of government they want without being influenced by force of arms by either Communist or Capitalist. Once that is over, and that crummy (excuse please) Ky is abdicated, then is the time when we get the Hell out of there. We should not force ourselves upon them spreading lies like "We're here to protect you from the evil Communists" and all that rot. It is clear that our intentions there at the moment are entirely Imperialistic. The God of Right and Might Johnson wants "peace" in the world, just as long as the U. S. is the undisputed controller of this peace.

But where does Reinsel & company get off calling you un-American? You have merely exercised your right of the press established in the First Amendment. The way you feel over Viet-Nam is your right of expression and thought.

On the other side of the fence, Mr. Reinsel has shown that it is he who is un-American. He has wishes to deny you the rights laid down for you in the Constitution.

(continued on p. 26)

COMPLETED POSTAL DIPLOMACY GAMES - IV

(Previous reviews of completed games may be found in GRAUSTARKS #87, 89, and 95.)

1963C: Under an expanded definition of what constitutes a "postal" Diplomacy game, this game played in the Los Angeles Science-Fantasy Society qualifies. It was played at the rate of one move a week at LASFS meetings; alliances were negotiated between meetings, while retreats, builds, and removals were settled upon immediately after each move. Owen Hannifen was nominally Gamesmaster, but I am informed that in practice this task was undertaken by Bruce Pelz, who also played Italy and published the game bulletin WorldDip. Several other move-a-week games were played at about the same time in Los Angeles, but this is the only one known to me to have been completed. The defunct Los Angeles Diplomacy bulletins listed on p. 14 reported these games.

The progress of the game was the amiable chaos which its friends have come to recognize as characteristic of LASFS. Players were permitted to force their own units to retreat - sometimes with advantage to themselves, as Calhoun observes in his article in this issue. Press releases were wild and frequent, and involved such entities as the Ducko-Islam Church, the ISD (Latterday Scientific Duckism), Alhazred ibn-Othulhu, Heinrich Megatherum von Strangeguilt, and Col. Hornswoggle P. Schmidt-Nagy.

Alliances shifted too frequently for easy analysis. Turkey would occupy Moscow in one move, and then use that army to support a Russian attack in the next. Russia made the frequent error of committing its forces to the West, only to be crushed between the English from the North and the Turks from the South. Italy, reduced to two units by a one-year abstention from the game in 1902-3, recovered, made an alliance with France, and at one point was as high as 11 centers. By 1908 the situation had cleared somewhat, with France, Germany, and Italy acting in alliance against Austria-Hungary and Turkey. England by this time had naval supremacy in the Atlantic, and whittled away at the northern fringes of the triple alliance, eventually winning through its superior sea power.

By 1909 the alliance of France and Italy was on the offensive, while England eliminated Germany from the war in the following year, and Turkish armies were annihilated on the shores of the distant Baltic. All seven Powers lasted at least 10 game years, as compared with 7 in 1965Q - a remarkable record.

The player roster given below corrects the one on p. 15.

B - Fred Patton (res F12)		00	01	02	03	04	05	06	07	08	09	10	11	12
Phil Castora (won F14)														
F - Dave McDaniel	E 3	4	7	7	6	6	8	9	10	12	12	14	12	
G - Jack Harness (out F10)	F 3	5	5	6	7	7	6	6	6	6	6	6	6	8
I - Bruce Pelz	G 3	4	4	4	5	5	3	2	2	1				
A - Phil Castora (out F11)	I 3	3	2	2	2	3	3	3	4	5	7	10	11	
R - Edwin Baker	A 3	5	6	6	5	5	6	7	5	5	4			
T - Charles Brannan (out F12)	R 4	6	6	5	3	3	3	2	2	2	3	3*	3*	
	T 3	4	4	4	6	5	5	5	5	3	2	1		

The gamesmaster was Owen Hannifen.

13 14

The game was ended with "Fall 1914", as the other players conceded victory to England. England had just concluded an alliance with what was left of Russia, making this a reasonable conclusion.

E 14 16

F 6 6

An asterisk indicates that the Power did not or could not build a unit to correspond to one of its supply centers.

I 11 9

R 3* 3*

1965L: This postal Diplomacy game is unique in that it ended in a draw. This result was achieved by Frank Clark as Germany and John Koning as Russia, who made an alliance early in the game and held to it with uncharacteristic fidelity until the very

end. They managed to end "1909" each in the possession of 17 supply centers and 17 units, and submitted a joint announcement that they would fight no further. The Gamesmaster believes that John Koning was the master planner of the alliance and its strategy and tactics.

Against such a combine, there was little the other players could do; from 1904 on the Dual Alliance controlled a majority of the supply centers. They were helped by inept play on the part of Bernie Kling's Austria-Hungary, and a Franco-Austrian attack on Italy which removed John Snythe, the only player who might have blocked them. From the 1904 collapses of Austria-Hungary and Italy the outcome was never in doubt, though Gamesmaster and players kept expecting a Russo-German war that never materialized.

	00	01	02	03	04	05	06	07	08	09
E - Charles Brannan (out F06)										
F - Ken Davidson (out S09)	E 3	3	4	4	2	1				
G - Frank Clark (drew F09)	F 3	5	5	5	5	5	5	3	1	
I - John Snythe (out F06)	G 3	5	5	6	8	9	11	14	16*	17
A - Bernie Kling (drew F04)	I 3	4	4	2	2	2				
Anders Swenson (out F05)	A 3	5	4	4	2					
R - John Koning (drew F09)	R 4	7	7	8	10	11	12	13	15	17
T - Charles Reinsel (res F07)	T 3	4	5	5	5	6	6	4	2	
Anders Swenson (out F09)										

The Gamesmaster was John Boardman.

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter VIII

Back in the secret private office of his superior, Mac, Secret Agent O-O-Hate was questioning the young woman in the long black granny dress.

"We're trying to find out whether a certain mysterious peacenik leader is really dead," he told her. "Since you say you're the spouse of his late son, we think you can give us some help. This peacenik's name is 'God'."

"Just a minute, O-O-Hate," said Mac. "Are you sure that this son is dead?"

"Oh, there's no doubt about that," Mac's crack agent replied. "I found four different reports of his death. And isn't his widow here wearing black?"

"Please, will this take long?" the woman asked, picking up her guitar. "I'm afraid that my motor scooter will be ticketed for overtime parking."

"I'll give you a note for your mother if you think she'll be worried about you," Mac replied. He looked at the form their suspect had filled out. "Mrs. - ah - Superior, her name is?"

The questioning took only a few minutes. The young woman replied in a clear voice, but kept nervously fingering what appeared to be a long beaded necklace tied at her waist. ("These beatnik fashions!" O-O-Hate muttered to Mac at one point. "At least the granny dress is better than the miniskirts most of them wear!") Finally they dismissed her, and put the blindfold on her again so she could be led out without revealing the location of Mac's office.

"Well, chief, we're not much the wiser," O-O-Hate said when she'd left. "As near as I can figure out from her story and the data I turned up at the Library of Congress, this husband of hers led a march on the capital. Like many coups d'etat, it took place during a holiday so the public would be off guard. He roused people against the government, and invaded a house of worship and beat up some of the clergy. Finally he was arrested; one of the policemen lost an ear during the fracas and then his followers had the gall to claim 'police brutality'."

"Typical of these peaceniks," Mac said. "I suppose the bleeding-heart courts let him go?"

"Not this time. They convened a special military tribunal. It was a little irregular, but you can't pay attention to judicial forms when the country is in danger."

"Found him guilty, oh? I wish we could get all those beatniks and pacifists as easily."

"He was hanged with a couple of other hoodlums. But when his father heard that this young scoundrel had been executed, it seemed to take all the fight out of him. According to all reports, he used to be as fine a patriotic old gentleman as you might wish. But after his son was executed he never seemed the same again. He began to take up with all kinds of subversive organizations. Oh, once in a while he'd come out for war, but his heart never seemed to be in it. And, ever since Hiroshima he's been getting more and more pacifistic. From what I was able to find out, he isn't in our corner in Vietnam, and he's against escalation. And if we got into a real Third World War -" O-O-Hate and Mac smiled at the thought "- we couldn't count on him at all."

"If he's alive, that is," Mac observed.

"Oh, I've solved that just while we were talking," O-O-Hate replied.

(What conclusion has Secret Agent O-O-Hate reached? See the astounding solution of the great "Is God Dead?" mystery in the next issue of GRAUSTARK!)

UNOFFICIAL CENTER-YEAR RATINGS

The following ratings of postal Diplomacy players are not intended to be in any way "official". They simply indicate the number of "center-years" held by players in completed postal Diplomacy games. A player is credited for one "center-year" for each year that he holds a supply center. Players in team games are credited with one-third of the total supply centers held by the team, with fractions rounded off. See GRAUSTARK #89, p. 5 for details.

John Smythe **	284	Fred Lerner	46
John Koning --#	256	Jack Root	45
Dorek Nelson **#	237	Edwin Baker	44
Bruce Pelz *	191	Stuart Keshner	40
Dian Pelz	186	Ian Bailes	38
John Boardman *	166	Charles Reinsel	35
James Goldman	155	Mark Sadowsky	35
Eric Blako	145	Ken Davidson	34
Charles Brannan	139	James Sanders	34
James MacKenzie *	138	Alan Kissinger	33
Karl Thompson *	138	Anders Swenson	27
Charles Wolls *	114	Robert Adams	25
Bob Speed	112	Brian Bailly	25
Earl Thompson	110	John McCallum	25
Fred Patton	107	Kim Pattee #	23
Allan Calhauer	99	Ovilla Davies Pattee #	23
Phil Castora *	94	Gregory Salamo	20
Frank Clark --	91	Dick Schultz	17
Dave McDaniel	91	James Thomas	16
Bob Lako #	80	Bernie Kling	15
Conrad von Metzke	71	Paul Dunigan	14
Roland Tzudiker	69	Thomas Bulmer	13
Alan Harvey	66	Ron Daniels	9
William Christian	59	Larry Reinstein	9
Donald Berman *	56	James Wright	9
Michael Aita	55	Tim McDermott	8
Michael Jasko	54	Stephen Carey	7
John Davoy #	48	Robert Ward	7
Jack Harness	47	Paul Harley	5

* Game winner. # player on winning team. -- Drow a game.

1935Q

"Winter 1907"

FRENCH PULL BACK TO LISBON

The French fleet in the Mid-Atlantic retreated to Portugal after the "Fall 1907" moves. The builds and removals necessitated by the fighting of "1907" are:

ENGLAND (Koning): Builds A Edinburgh.
GERMANY (Smythe): Builds A Berlin.

AUSTRIA-HUNGARY (K. Pattee): Removes.
A Moscow.
TURKEY (Kuch): Builds A Constantinople.

The deadline for "Spring 1908" moves is NOON, SATURDAY 27 AUGUST 1966.

ATHENS: "Those Italians won't let my Turkish fleet into the Tyrrhenian Sea. All I want to do is invade Marseilles!" - Spiros Preposterous.

LISBON: May the Kaiser get glue in his beard.

AUSTRIA to TURKEY: It's okay with us if it's okay with you.

THE DIPLOMATIC POUCH (continued from p. 22)

If he wishes to execute totalitarian control over a Democratic society, I might wish him the best of luck. He appears to be driving at 70 mph down a blind alley without brakes. Not only that, but Reinsel's withdrawals from your games shew a great deal of immaturity on his part. I do wish he'd grow up.

...As for the rating system, if you're going to try one, why not try them all? By publishing them all at intervals in your publications, or by printing them at every issue the players could refer to each other in different ways. ((They refer to each other in different ways now - see the press releases and letter columns for details.)) There is no such thing as the perfect Diplomacy player. Why not establish those who do best in one way (one type of system) and those who do best in another way (another system) instead of trying to find out who is the all-around champion. Huh?

...I was rummaging through my issues of GRAUSTARK when I came across your quotation of Hitler's speech of 20.2.38 and decided to ask my father if he could identify the speaker (for your readers, this quote appeared in #98 on page 5). In his supposition, he felt that the speaker had been none other than Harry Truman!

Now, I would like to make some comments about Reinsel & Co., although I'm sure that by now the subject is beginning to reek of stench, but that's beside the point.

"There is no better way to fight than going out to shoot Vietcongs, and there is nothing I love better than killing Cong. No sir."

- General J. F. Hollingsworth, U. S. Army, Vietnam

I'd like to direct this statement against Mr. Blake's letter which was printed in #94. I would like to recommend to this infamous fiend a society which he could well join and become a prominent member of, if he isn't one already. This society is referred to as the Ku Klux Klan. Apparently he feels that it is a gross crime of humanity if the white races are on the "defence" against the colored races, making clear the point that this is the first time in about two thousand years. I wonder if Mr. Blake has forgotten what happened in that two thousand year gap. I wonder if he has forgotten of the subjugation placed upon almost all of those races which are now forcing the whites towards a "defence". He too contradicts himself, as does Mr. Reinsel, by calling you un-American and that he is a patriot. Surely, these ideas of his are contrary to the idea that all men are equal brought out by the Declaration of Independence.

As for the IDF - It appears clear to me that any magazine which would join would not prosper at all. I give m reasons for this belief in the following:

(continued on p. 31)

1966Q

"Fall 1908"

RUSSIA OVERWHELMS ENGLISH BASES; NEW GOVERNMENT CAPITULATES

Steve Jacobs sent in no moves for England, so Conrad von Metzke took over that country for "Fall 1908". The French "Spring 1908" F Tun-Ion should have been underlined.

ENGLAND (von Metzke): F Yor-Lon; F Bel S RUSSIAN A Pic.

FRANCE (Latimer): F Tun-Wes; F Nap-Ron; F Tyr S F Nap-Ron; A Tyr-Ven; A Pic-Mar;
F Eng-Lon; A Edi-Yor; A Bre-Pic; A Par S A Bre-Pic.

GERMANY (Miller): A Spa S FRENCH A Pic-Mar.

AUSTRIA-HUNGARY (Salerno): A Ron & A Tri S A Ven; A Ven S A Ron; A Ser-Bul; A Bud-Rum;
A Gal S A Bud-Rum.

RUSSIA (Aita): A War-Ukr; A Mun holds; A Pic-Bel; A Bur S A Pic-Bel; F North Sea-Hol;
F Norway-North Sea; F Norwegian Sea S F Norway-North Sea; F Den-Kie.

TURKEY (Berman): F Ion-Adr; F Alb-Tri; F Aeg-Con (sic); F Eas-Aeg; A Gre-Ser;
A Bul S A Gre-Ser; A Rum-Bud.

Underlined moves are not possible. The Turkish fleet ordered "F Aeg-Con" is actually in Constantinople already. The English fleet in Belgium is annihilated, and the Turkish army in Rumania retreats by previous contingent order into Sevastopol. The Austro-Hungarian army in Serbia retreats to Budapest, and the Austro-Hungarian army in Rome may retreat to either Tuscany or Apulia. This retreat is to be submitted with the "Winter 1908" moves, and other players may if they wish make their builds or removals conditional on the direction of this retreat.

The High Combatant Powers now control the following supply centers:

FRANCE: Bre, Edi, Liv, Lon, Mar, Nap, Par,
Pcr, Rom, Tun. (10)

GERMANY: Spa. (1)

AUSTRIA-HUNGARY: Bud, Rum, Tri, Ven, Vio. (5)

RUSSIA: Bel, Ber, Don, Hol, Kio, Mos,
Mun, Nor, St.P, Swe, War. (11)

TURKEY: Ank, Bul, Con, Gre, Ser, Sev,
Smy. (7)

England, having lost all its supply centers, removes its remaining unit. Russia may build 3 new units, and France may build one. Austria-Hungary must remove one unit. The deadline for these "Winter 1908" moves is NOON, SATURDAY 27 AUGUST 1966.

PARIS: The French have been kind enough to grant the agrarian government of Germany an asylum in Spain. Would the bums please do something for their keep, even if we have to pay the postage?

CONSTANTINOPLE: "War!" cried the Sultan and thousands responded, "Against whom?"
"Anyone, everyone, I don't care."

"I think the Sultan has lost his mind but I guess it's off to war. I hope our generals have more sense."

*

Conrad von Metzke, having been promptly eliminated as England in 1966Q, is restored to his status as stand-by player. (See p. 30 for his address.)

ADDRESS LABEL CODE

The code in the upper right corner of the address label indicates why you receive GRAUSTARK.

A - Enrolled in 1966AA.

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1966R

ENGLAND AND RUSSIA CLASH IN NORTH

No "Spring 1903" moves came from Margaret Genignani, so a stand-by player takes over as Turkey. The new Turkish player is Chris Wagner, whose address is given on p. 30. Succeeding Wagner as stand-by in 1966R is James Sanders, whose address also appears on p. 30.

(Latinor)

ENGLAND: F Norwegian Sea-Bar; A Norway-St.P; F Edi-Norwegian Sea; F Lon-North Sea; F Hol-Kie.

FRANCE (Borman): F Por-Mid; A Mar-Pic; F Bel holds; A Pru-Ber; A Bur-Mun; A Ruh S
A Bur-Mun.

GERMANY (Lobling): A Bor-Pru; F Don-Kie; A Kie-Ruh; A Mun S A Kie-Ruh.

ITALY (Thomson): F Ven-Adr; A Pic-Tyr; A Gre & F Ion hold.

AUSTRIA-HUNGARY (Uhr): No moves received. A Vic, A Gal, A Bud, A Rum & F Tri hold.

RUSSIA (Levinson): A Ukr-Mos; A War S A Ukr-Mos; F Swe-Norway; F St.P S F Swe-Norway.

TURKEY (Wagner): A Sev S AUSTRO-HUNGARIAN A Rum-Ukr; A Arn S A Sev; F Ank-Bla;
A Bul holds.

Underlined moves are not possible. The English army in Norway retreats to Finland. James Sanders is asked to send in "Fall 1903" moves for Austria-Hungary. If moves for Austria-Hungary are received from Uhr, they will be followed and Uhr will retain control of the country; otherwise Sanders' moves will be accepted and he will take over the country. The deadline for "Fall 1903" moves is NOON, SATURDAY 27 AUGUST 1966.

VIENNA: We will accept only unconditional surrender from the Czar. There I was, peacefully raping Rumania, minding my own business when this schlamiel declares war on me. This I didn't mind. But he sent it in a special delivery letter that came at six in the morning. This is in my opinion atrocity punishable under the Geneva Convention. And as soon as we take Moscow I am going to slaughter that shlamozzle Czar.

ISTANBUL: The Sutlana of Turkey wishes to thank a certain Russian officer for his galante remarks. Russia is welcome to ranks of those who the gods soon will destroy because they are mad. The other are the crazy Otto of Germany and the mad English.

Turkey warns any nation about taking money for Russia. It isn't worth anything.

BERLIN (RNS, January 11, 1903): After the collapse last December of the Bülow government, Kaiser Frederik IV dissolved the Reichstag, as is the custom, and called new elections. They were held yesterday, and to the surprise of all, only a few of Bülow's supporters lost their seats. The Center Party gained 7 seats, the Conservatives gained 13, the Progressives gained 4, and National Liberals gained 1, the Social Democrats lost 11, and the Socialists lost 14. It has been noted that the Socialists were outspoken in their demands for a peace treaty with France and her allies, while the Conservatives, as usual, were just as outspoken in favor of the war. A new Chancellor will be selected next week, when the Reichstag is called to sit.

BERLIN (RNS, January 17, 1903): After heated debate and discussion, Alexander von Kluck, retired General, was named Chancellor. Eduard Bernstein, leader of the Socialists, denounced the new Chancellor as a tool of the militarists, but was hooted down. The Chancellor was, until 2 years ago, the general of the I Army, but an unlucky meeting with a French artillery shell forced him into retirement, from which he emerged but a year ago to be elected to the Reichstag.

VERSAILLES: Outre de Paris-Match, formerly Prince Otto of Germany, announced that

1966AA

"Fall 1902"

FRANCE REELS UNDER TRIPLE ATTACK

ENGLISH EXPEDITIONARY FORCE ENTERS MOSCOW

ENGLAND (Dygert): A St.P-Mos; F Norway-St.P; F Eng-Bre; F Iri-Mid.

FRANCE (Smythe): A Gas-Par; A Spa-Mos; A Bel-Bur; F Mid holds; F Por S F Mid.

GERMANY (Latimer): A Bur-Par; A Ruh S A Hol-Bel; A Hol-Bel; F Swe & A Ber hold.

ITALY (Aita): A Mar holds; A Pie S A Mar; F Tyr-Lyo; F Ion-Aeg; A Gre S AUSTRO-HUNGARIAN A Ser-Bul.AUSTRIA-HUNGARY (Walker): A Ser-Bul; A Rum S A Ser-Bul; A Bud S A Rum; A Vie-Gal; F Alb S ITALIAN A Gre.RUSSIA (Lake): F Bot-St.P; A Gal-Ukr; A Sil-War; F Sev holds.TURKEY (E. Thompson): F Smy-Eas; F Aeg-Gre; A Bul S RUSSIAN F Sev-Rum; A Con S A Bul.

Underlined moves are not possible. The French army in Belgium retreats into Picardy. The High Combatant Powers now control the following supply centers:

ENGLAND: Bro, Edi, Liv, Lon, Mos, Nor. (6)	ITALY: Gre, Mar, Nap, Rom, Tun, Ven. (6)
FRANCE: Par, Por, Spa. (3)	AUSTRIA-HUNGARY: Bud, Rum, Ser, Tri, Vie. (5)
GERMANY: Bol, Ber, Den, Hol, Kio, Mun, Swe. (7)	RUSSIA: St.P, Sev, War. (3)
	TURKEY: Ank, Bul, Con, Smy. (4)

England and Germany may each build two new units, and Italy may build one. Russia must remove one unit, and France must remove two. The deadline for these "Winter 1902" moves is NOON, SATURDAY 27 AUGUST 1966.

PARIS: Franco declares war on the perfidious Italians, Germans, English, Russians, and every other non-consequential country in Europe. Let it be understood that this action was caused by the totally irresponsible and treacherous actions of Prime Ministers Aita, Latimer, and Dygert.

BERLIN: Sorry about that, Smythe. But as they say in your country, C'est la guerre.

GRAUSTARK ADDRESS LIST

The correct address of every Diplomacy fan receiving GRAUSTARK on a regular basis is given in this listing. After each player's name is given the games in which he is enrolled, and the countries he is playing. ("S" indicates a stand-by player.) If a number appears after a name, it is the number of the issue with which that player's paid subscription expires. "T" means that GRAUSTARK is traded on an all-for-all basis with this player's Diplomacy bulletin, and "C" indicates a complimentary copy.

Michael Aita (1966Q-R, 1966AA-I), 2015 Foster Ave., Brooklyn, N. Y. 11226
 Dan Alderson (T), 6720 Day St., Tujunga, Calif. 91042
 Donald Berman (1965Q-I, 1966Q-T, 1966R-F), 1860 Bedford Ave., Brooklyn, N. Y. 11225
 Eric Blake (100), Box 26, Jamaica, N. Y. 11431
 Ron Bounds (T), 649 N. Paca St., Baltimore, Md. 21207
 Charles Brannan (T), c/o General Delivery, Berkeley, Calif. 94701
 Allan B. Calhauer (C), 201 W. 21st St., New York, N. Y. 10011
 Jack Chalker (T), 5111 Liberty Heights Ave., Baltimore, Md. 21207
 Frank Clark (106), 5506 Fiske Pl., Alexandria, Va. 22312
 James Dygert (1966AA-E), 2090 Blackwood Dr., Walnut Creek, Calif. 94596

Margaret Gemignani (1966R-T, dropped); 67 Windemere Rd., Rochester, N. Y. 14610
 James Goldman (115); 430 E. 29th St., Paterson, N. J.
 Alan Huff (102); 7603 Wells Blvd., Adelphi, Md. 20783
 Steve Jacobs (1966Q-E, dropped); 1455 49th St., Brooklyn, N. Y. 11219
 Bernio Kling (T); 237 S. Rodeo Dr., Beverly Hills, Calif.
 John Koning (1965Q-E, T); 318 S. Belle Vista, Youngstown, Ohio 44509
 Terry Kuch (1965Q-T); 2323 Nebraska Ave., Washington, D. C. 20016
 Robert Lake (1965Q-E, dropped; 1966AA-R); 66 Colonial Ave., Scarborough, Ontario
 James Latimer (1965Q-S; 1966Q-F; 1966R-E; 1966AA-G); 4011 Silver Hill Road, Suitland,
 Md. 20023. (After 14 September 1966: Merrimack College, Austin Centre, Room
 #223, North Andover, Mass. 01845.)
 David Lobling (1966R-G, T); 3 Rollins Court, Rockville, Md. 20852
 Kenneth J. Levinson (1966R-R); 1991 Sedgwick Ave., Bronx, N. Y. 10453
 John A. McCallum (T); "A" Quarters, S. E. S., Ralston, Alberta
 Donald Miller (1966Q-G, T); 12315 Judson Road, Wheaton, Md. 20906
 Harold A. Naus (T); Space 139, 288 Broadway, Chula Vista, Calif. 92010
 Derek Nelson (1965Q-A, resigned); 18 Granard Blvd., Scarborough, Ontario
 Kim Pastec (1965Q-A); 537 Warren Road, McDonald, Ohio 44437
 John Rainer (109); Apt. 8Q, 225 E. 57th St., New York, N. Y. 10022 (After 5 September
 1966: Apt. #4, 361 S. Elm Dr., Beverly Hills, Calif.)
 Gregory Salame (1966Q-A); 30 Avenue V, Brooklyn, N. Y. 11223 (After the middle of Sep-
 tember 1966: Department of Physics, Purdue University, Lafayette, Ind.)
 James Sanders (1966R-S); Room 6K4, 601 W. 120th St., New York, N. Y. 10025
 Dennis N. Smith (T); 412 1/2 4th Ave., Chula Vista, Calif. 92010
 John W. Smytho Jr. (1965Q-G; 1966AA-F); 621 E. Prospect, Girard, Ohio 44420
 William Sullivan (1966R-I, dropped); Box 616, 320 Memorial Drive, Cambridge, Mass. 02139
 Anders Swenson (1965Q-R, T); 145 Ponderosa Lane, Walnut Creek, Calif. 94598
 Earl A. Thompson (1966AA-T); Apt. #2, 128 S. Mariposa, Los Angeles, Calif. 90004
 Mehran Thomson Jr. (1966R-I); 12825 Dixie St., Detroit, Mich. 48239
 Charles Turner (1966AA-S); 24 Boyd Court, Pleasant Hill, Calif. 94523
 Richard Uhr (1966R-A); 942 First Court, Brooklyn, N. Y. 11223
 Michael Vaughn (105); 390 First Ave., New York, N. Y. 10010
 Conrad E. von Metzke (1966Q-E; 1966Q-S, T); P. O. Box 307, Jamul, Calif. 92035
 SSgt. C. R. Wagner (1966R-T); Box 6008, APO San Francisco, Calif. 96328
 Lt. Rodney Walker (1966AA-A); 1207 E. 16th St., Fremont, Nebr. 68025 (After 25 August
 1966: FV3129356; TUSLOG Det. #183, APO New York, N. Y. 09254 - Use air mail only)
 Robert J. Ward (T); P. O. Box 19002, Camelia Station, Sacramento, Calif. 95819
 Charles Wells (T); 3678 Lindholm Road, Cleveland, Ohio 44120
 Bob Whalen (1965Q-F); 77 Kendall Dr., Ringwood, N. J. 07456
 James Wright (T); 1605 Thayer St., Richland, Wash. 99352
 Monte J. Zelazny (104); P. O. Box 1063, Melbourne, Fla. 32901

Some of these addresses are new; so other publishers should check their own mailing lists against this one.

GRAUSTARK is offered for trade on an all-for-all basis to any other postal Diplomacy bulletin publisher. Publishers of new bulletins are invited to send a copy of the first issue and ask for a trade.

ROSTERS (continued from p. 20)

I would like to get copies of the following Diplomacy bulletins:

1966AQ: John McCallum, Broddingnag

La Gazette d'Europe, all issues

E - Greg Long

Orthanc #19

F - Earl Thompson

Tuppence-Ha'penny, all (if any) except #1

G - Derek Nelson

WorldDip #1, #2, #4, #28

I - James Goldman

Will buy, or trade any GRAUSTARK or RURI-

A - Scott Duncan

TANIA listed on p. 6, Wild 'n' Woolly 1, 7, 8;

R - Charles Reinsel

Broddingnag 30, 31, 33-37, 39, 40; Grand Fenwick

T - Jack Greene

Ganotto; or Iusitania 9-11.

THE DIPLOMATIC POUCH (continued from p. 26)

1. If all 'zines join, Diplomacy fandom itself becomes just one big muddled mass. There would not be the interesting variance of the rules upon which each 'zine keeps its singularity, and all 'zines would merely be completely the same as another, due to the uniformity of rules.
2. I don't see where the IDF heads themselves put the \$5 entrance fee to work except in their own pockets.
3. None of the top execs would include you, the top man in the idea of Diplomacy 'zines, or A. Calhauer, the originator of the whole mess. It appears to be nothing but a mass of power hungry tyrants.
4. If a 'zine is late, that's the publisher's own quim. Why have a military tribunal to investigate why the hell the 'zine was late, and if so, how do you punish them for this dastardly deed of dastardly deeds?
5. Most important - Consider yourself to be a fan. Now, if you're like me (heaven forbid) you would choose a 'zine for its own singularity and the way the Gamesmaster interprets the rules. Now consider this: you are said player and you want to get into a Diplomacy game. You have a choice of playing an IDF game, a Lusitania game (for Bernie won't join), or say a Wild 'n' Woolly game (if Brannan doesn't join). Ordinarily you would have a larger selection anyway, but that's too bad. If there were say twenty Diplomacy 'zines before the IDF, each 'zine had about a 20-1 chance of getting a willing fan to play a game. With the above stated condition (IDF, Lusitania, & Wild 'n' Woolly), Kling and Brannan would prosper, for instead of receiving 1/20th of the fans, they will receive 1/3rd of the fans, therefore prospering well, while the other 18 'zines have to split the remainder such that 1/3 of 1/18 equals 1/54. Even if the IDF received half of the fans, each respective fan would not prosper as much as the non-IDF 'zines. As far as the non-recognition of other non-IDF 'zines by the IDF, that's about as effective as the US trying not to recognize China (which, I might add, is not working). So you see each IDF 'zine could get at most 1/36th of the Diplomacy fans in the above optimistic plan. It is more profitable to remain outside of the IDF.

ROD WALKER, 1207 E. 16th St., Fremont, Nebr. 68025: I note that several people have suggested that any organization ought to consist of Gamesmasters only, which was my original proposal in San Diego. There are serious objections to this: some of the most incompetent people in Diplomacy are Gamesmasters and some of the most competent are not. Secondly, we felt that any organization created ought to be one which all players could join. The idea is, of course, that the best and best-known players, Gamesmasters or no, will be elected to office. The Judicial Council, which is restricted to Gamesmasters, is all that is left of my original idea.

As to whether the IDF is over-organized or not, I'm not sure. It could become so, of course. But any organization which spans a continent and can be held together only through the mails must have fairly extensive and detailed guidelines and its central body must have rather large powers - but thoroughly under the check of the membership. I think the fault-finders have overlooked the fact that all decisions of the Executive Council must be approved by a majority of the membership and that any proposal may be put on the ballot by 10% of the membership.

Some people, no doubt you, have been disturbed by the numbering system suggested, which is not yours. As a matter of fact, it is yours. However, I changed it to make it workable for registering regular games, variant games, and board games, and telling the difference. The series 1a, 1b, 1c. . . 2a, 2b, 2c. . . is the same as your AA, AB, AC. . . BA, BB, BC. . . (if we finish up the Ax series). The difference is that the number-letter combination is easier to distinguish, and that the entire number can be written with the typewriter in lower case (not true of yours). The tacit agreement, of course, is that your system will be used until 1 January 1967 and the new series will begin then.

Do we need an IDF? Not screamingly, no. However, I think it could serve a useful purpose, provided that the financial burden of joining is not as heavy as it is

now. The powers of the IDF are really very limited - only in one instance does it have the power to bind members, and that is in the interpretation of rules (for regular games only, obviously). Such powers as it does have are limited by the willingness of members to put up with them. Don Miller's fears of some sort of monolithic structure are, I think, unfounded, because nobody would join that sort of organization and it would collapse. It will make important decisions, of course, but it must be careful not to try forcing things. In the end, the membership holds the real power through its power of election, recall, approval, and amendment.

1936R (continued from p. 28)

he intends to return to the land of his fathers, along with his personal physician, Dr. A. Ohne Umlaut, after staying less than seven months in the French Empire. He explained: "Dhese Vrench, they do hnot know how to cook. Zay but all kinds ov zauce zhe you gant tell vhat you are eeting, vich ist zhust as vell - znails and gooses, in-deed!" Dr. Umlaut noted that after a few weeks, Otto's lethargy grew to such an extent that there were no accidents, but he hopes things will get better once the Prince gets another taste of Beer and Shnitzles. "Besides," added the good doctor, "his dachshund looks rather foolish in a poodle cut."

WASHINGTON: President Roosevelt, who always enjoys a good joke, has been avidly reading European newspapers, for their accounts of a mythical American Civil War. He noted with sadness that the leader of the mythical opposition, Mr. William Jennings Bryan, died last month of a heart attack at his home in Washington, on Pennsylvania Avenue, near 14th St. He requested that the European papers cease their speculations, out of respect to the late Democratic leader.

MOSCOW (LENS, March 30, 1903): Food is short, here, and rations have been cut for the third week in a row. An army is bound from the Ukraine to relieve the siege.

The loss of the Crimea is deeply felt by the Czar as the Rumanian royal family, close relatives of the Czar, are missing in the ruins of the Yalta Winter Palace, destroyed by Turkish Artillery.

BALTIMORE, MD. (PNA, April 5, 1903): Roosevelt's forces have been surrounded in Washington and a surrender is expected shortly. The results of the 1900 election which McKinley is said to have won, were disallowed when it was found that Republicans had sent ballot boxes filled with votes to the polls on the night before the election, and that the ballot boxes in the polls were burned after the polls closed. The false ballots were then sent for the tabulation.

PARIS: The French government announced that all efforts are being made to secure the return home of the lost division now reported to be in Prussia. It is rumored that attempts are being made to fly the entire division from Berlin to Paris, but that the German government is not happy about the idea. The Germans think that airplanes are "unsafe" and would prefer it if the army returned via Scandinavia.

GDANSK: Frenchmen go home.

FLORENCE: The new Italian Government wishes to point out that its province of Venice is a natural refuge for water-soaked Germans; and that for any who wish to forswear a life of war there is ample need for gondoliers.

VATICAN CITY: Delegations from the Roosevelt and Bryan factions today visited Pope Sylvester IV in reply to his offer to mediate the present civil conflict in the United States of America. The results of the discussions were not encouraging. Speaking for President Roosevelt, former Secretary of State John Foster belittled the Bryan movement. "The 'Civil War' is a myth," he informed the Pope, "and exists in the imaginations of certain war-crazed European editors rather than in reality. Aside from some inconsequential Populist and Free-Silver agitation in the western states, America is at peace.

The Bryanist representative, Mr. Thomas Watson, was more outspoken. "This slick-talkin' Yankee polecat is pullin' the wool over your eyes, Pope!" he asserted, spreading a fine drizzle of tobacco juice over the front of the papal soutane. "Except for a few hold-outs in Washington and Wall Street, Prozydunt Bryan's forces control the hull

country. And Prezdyent Bryan is alive and well. The Reosian Empire has extended diplomatic recognition to him, and the rest of the world is about to do the same. And you, you old fraud, are nothing less than the Anti-Christ prophesied in the Book of Revelations!"

While so saying, Watson spat accurately into a chalice and strode from the audience chamber. "This bumbling boor makes a fine diplomat?" Foster sneered. "Why, I have a young namesake back home, a teen-age nephew who knows more about diplomatic courtesies than that."

By way of reply, Pope Sylvester spat a gobbit of tobacco into the same chalice. "You said a mouthful, Jack," he replied in a fluent English learned from a fellow-seminarian from Louisiana. "Have a chaw?"

1966AA - PRESS RELEASES

VIENNA (12 June 1902): All Wien celebrated today the wedding of His Imperial Majesty, Leopold XI of Austria, with the Princess Lucrozia, daughter of His Holiness, Pope Innocent XIV. The Princess, who is widely known in Rome as a charming entertainer and mixer of unusual cocktails, was stunningly attired in white lace and riding boots, and carried a bouquet of henbane and nightshade. The reception at Schönbrunn Palace was the social event of the year. The Pope himself was there, having conducted the wedding, and blessed the happy couple and the crowd. The Prime Minister, Fledermaus Strauss, was in charge of the entertainment, himself conducting the orchestra in several of his grandfather's pieces and doing a very funny imitation of the Sultan of Turkey with a lampshade on his head. Dignitaries of all the states of Europe were in attendance, including His Highness, Prince Rurik of Kiev, and His Highness, Prince Murad of Salonika, the present claimants to the thrones of Russia and Turkey. Prince Murad has already proclaimed himself Murad VI at Salonika, and the coronation of Prince Rurik as Rurik III of Kiev is expected to be announced shortly.

As always, the Empress Lucrozia was the center of attention. She constantly plied Emperor Leopold with her special "bitter-almond" cocktails, which she mixed especially with her own hands. Although she had reserved her special cocktails for the Emperor only, several members of the Habsburg family received them, including the Princes Ferdinand and Charles, of the family of the former Emperor Francis-Joseph.

VIENNA (13 June 1902): All Wien grieved today to learn of the death of the Emperor Leopold XI, of a heart attack early this morning. To prevent disturbances, imperial troops have seized several key points in the city, including the residences of all members of the imperial family - many of whom also died of heart attacks. The Prime Minister, as Imperial Chancellor and Guardian of the Empire, immediately proclaimed Lucrozia Bordscha, the wife of the late Emperor, and Empress-regnant. The coronation will take place shortly, officiated by her father, the Pope.

SALONA (27 June 1902): The Empress Lucrozia was crowned today at the new capital of her Empire. Her father, Pope Innocent XIV, crowned her Empress of the East, Empress of Austria, Queen of Hungary, Queen of Serbia, Queen of Rumania, Princess of Transylvania, etc. etc. The Empress proclaimed that the House of Habsburg-Bordscha would forever rule the East and vowed to continue with increased vigor the war against the infidels and the Slavs. She also decreed universal wearing of black for a month in mourning for her late husband.

EDITORIAL REMARKS (continued from p. 2)

Some players find that the cost of a Diplomacy set is more than they can conveniently raise. The game can be played, though with greater difficulty, simply with a rulebook and conference maps. Rulebooks are \$1.00 either from Games Research or from me. Conference maps are 100 for \$3.00 from Games Research, or 4¢ each from me.

This issue of GRAUSTARK contains considerable information about postal Diplomacy games currently in progress. I would be very grateful if Gamesmasters and players would check the reports on their games, and inform me of any errors or changes. Corrections and additions will be published in future issues.

With this issue of GRAUSTARK will come, as long as the supplies hold out, Bulwerk #11, the latest issue of James Wright's Diplomacy bulletin.

Another bonus with this GRAUSTARK is the 5¢ souvenir sheet with which the postage is in part paid. The United States issues very few postal souvenir sheets, and they usually appreciate in value fairly well.

This special issue of GRAUSTARK is going by third-class rather than the usual first-class mail to people not currently active in the games published herein. This has the twofold purpose of saving postal costs and providing a check on my mailing list. If the addressee has moved, the 'zine will come back to me, thus helping to keep the address list current.

Other "OPERATION AGITATION" publications available are:

SO YOU WANT TO BE A LAR? an introduction to science-fiction and fantasy fandom. Send a stamped, self-addressed envelope for a copy.

KNOWABLE, a science-fiction and fantasy fanzine, 25¢ a copy or a 5-issue subscription for \$1.00. The current issue, #10, contains reviews of current science-fiction, discussion of a pseudo-scientific theory, and yet more chapters of a round-robin story.

POINTING VECTOR, a personal newsletter of general comment on anything that may come to mind. Available at the same rate as KNOWABLE.

HAIL TO THEE, FREEDONIA!

By custom, most postal Diplomacy bulletins are named after fictional nations. FREEDONIA, the bulletin of 1964B, was in this tradition; it was named (though with a misspelling) after the European nation of "Freedonia", the setting of a 1933 Marx Brothers comedy, Duck Soup. Duck Soup was the last Marx Brothers film in which the youngest brother, Zoppo, appeared. Supporting them were Edgar Kennedy and Margaret Dumont; the latter was making the first of her many appearances as a comedienne with them. (She always appeared as a rich widow whom Groucho romanced while trying to con money out of her.)

In Duck Soup, Groucho played Rufus T. Firefly, who through the influence of Mrs. Teasdale (Margaret Dumont) became prime minister of the bankrupt nation of Freedonia. Zoppo played Groucho's private secretary. Freedonia faced war with the neighboring nation of Sylvania, represented in Freedonia by Ambassador Trentino. Nationalism was satirized by the playing of the Freedonian or Sylvanian national anthems whenever Groucho or Trentino entered. Freedonia had a mock-pompous song "Hail to thee, Freedonia!" while the Sylvanian ambassador was ushered in with what sounded for all the world like the first line of The Horst Wessel Song followed by the second line of Rule Britannia!

Chico and Harpo Marx played Chicolini and Pinky, two renegade Freedonians employed as spies by Trentino. There is a superb scene when Chico and Harpo, in search of the Freedonian war plans, disguise themselves as Groucho and go prowling through Mrs. Teasdale's home in the night. They confront each other in a doorway, and for many minutes believe that each is seeing the other in a mirror. The gag is capped when the real Groucho gets into the act.

Chico is finally caught and put on trial before Groucho. The trial prosecutor is played by Charles Middleton, who was later to achieve fame in the serials in the role of the Emperor Ming of Mongo. In the midst of the trial, war breaks out. The anti-war satire which follows is, of course, not bitter in the tradition of All's Quiet on the Western Front, but is just as effective. All the soldiers - the Marx Brothers in particular - are portrayed as arrant cowards. Finally, just as Freedonia is about to be defeated, he is taken prisoner by the Marx Brothers - Chico is now Groucho's Secretary of War - and Sylvania surrenders. The film ends with the Marxes subjecting their prisoner to a barrage of ripe fruit - which they transfer to Mrs. Teasdale when she begins to sing the Freedonian national anthem.